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GUIDE TO COLLECTIBLE CARD GAMES

#9

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—*"The Istari" Unfinished Tales, p. 405*



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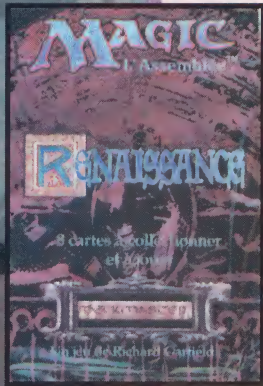
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First Strike

After a long, hot (and I do mean HOT) summer, we wander into fall, with dark glasses and a wild, desperate, vacant look. No one completely convinced of or completely secure in the future of CCGs and the offerings of late 1995.



Gen Con '95 attendees were still Magic-hungry and demonstrators of new CCGs were kept busy with steady streams of players looking for a new direction; still, no game has garnered the attention that M:TC has. A number two may be imminent, but we'll have to wait a bit longer. Summer releases often take a strong hold in the market by mid-fall and there's still a few weeks of gaming ahead of us...we'll keep you posted.



By the way, if you are looking for us, we've moved a bit northward, New York State to be exact, and you'll see the next issue of Scribe a little earlier next time—we've decided to publish on a monthly schedule instead of our usual six weeks.

Nifty cards this month? Perhaps the

Hebrew edition of DoomTrooper or the French Chronicles known as "Renaissance" or the Gen Con promo Spellfire card featuring the dashing Mr. Ward should win our attention...

With Star Wars in the wings and Middle-earth under construction, it should be a busy Xmas. Card prices are still swaying wildly under the strain of staggered shipments, scarcity of M:TC and Ice Age starters, and the release of Chronicles. Watch for rapid changes throughout the fall. Shadowfist and Guardians may capture a piece of the single card market, but



it's still a bit too early to tell. Homelands is supposed to be a true Limited Edition set; it will be interesting to see how Limited it is...

If all goes well, SCRYE ONLINE should be up and running on MSN in September. Craig Janssen is our net representative. Say Hi if you run into him. The sheer volume of mail and email we get makes it almost impossible to keep up with everybody, but we're doing our best. We try to read every letter we get. We've also added a few more names to our masthead. These lucky comrades get to be on the inside of manufactured chaos, as they've found out...too bad you're missing all the fun, eh?

...and in the immortal words of Mr. Sylvian, "...September's here again..."

Later,

JM WHITE

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J.M. White

EXECUTIVE EDITOR
J. Bradford

ASSOCIATE EDITOR
Carrie Curvin

PRODUCTION MANAGER
J.F. White

MANAGING EDITOR
M.E. Campbell

GRAPHIC DESIGNERS
Teresa J. Mitchell
Glory-Anne Thompson

ADVERTISING DIRECTOR
Joanne White

RCC
Joel Halfwassen

NET REP
C. Janssen

COVER ARTIST
G. & T. Hildebrandt

CONTRIBUTING WRITERS
Scott Burke, Rob Heinsoo,
Japji Singh Khalsa,
Dave Long, Will Niebling,
Luke Peterschmidt,
Matt Sturm, Bryan Winter

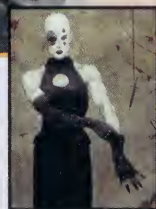
Our cover artists, twin brothers Greg and Tim Hildebrandt, have been drawing together since the age of two. Since learning to color within the lines, they have worked together and separately on a wide range of illustration projects, from calendars (*Lord of the Rings*, *Merlin Trilogy*) to movie posters (*Star Wars*) to fantasy novels (*Urthurak*). The cover illustration is from the new *Magic: The Gathering Homelands* comic book, due out from Acclaim Comics in October.

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CCG Previews

Some Thoughts about Heresy's Design 90
from someone who's thought about it a lot...

Break into Fall with Heartbreaker Hobbies 92
tentative release information

The Playing Field

Guardians Designer Reveals All 78
the results of our power lunch

Finding Paradise: Deckbuilding in Redemption 96
plus Redemption FAQ

Shadowfist Highlight Tour 94
Part 2—continued from the last issue

Creation of The Ancient Fighting Arts of China 100
the first Ultimate Combat! expansion

SCRYE Upkeep

Collecting the Art of Magic 80
deck your walls with originals and prints

Interview with D.G. Chichester 82
J.M. White interviews the author of the *Homelands* comic book

Justice at Origins 86
Scott Burke's play-by-play account of the M:TG championships

Rules of the Games

Gridiron Fantasy Football 98
a sneak peek at the basics



NUMBER NINE

SCRYE

GUIDE TO COLLECTIBLE CARD GAMES

SCRYE Price Guide

Magic: The Gathering Alpha/Beta	38
Magic: The Gathering Unlimited/Revised	41
Magic: The Gathering Fourth Edition	44
Magic: Arabian Nights	47
Magic: Antiquities	48
Magic: Legends	49
Magic: The Dark	52
Magic: Fallen Empires	54
Magic: Ice Age	58
Magic: Chronicles	62
Star Trek:TNG	64
SCRYE Card Watch	67
Sets, Boxes & Specials	109

SCRYE Collector Checklists

Wing Commander	70
Redemption	72
Shadowfist	74
Guardians	76



Standard Fare

First Strike: Editorial	4
Global Effect: Letters	8
Mondo ComBos: Readers' choice combos	12
Tapping the Knowledge Vault: Q&A	16
Card Collector Confidential: News	20
Dream Cards: The cut-up gallery	30
Deck to Deck: Readers' deck exchange	34
Four Corners: Regional retail reports	102
The Dealers Room: SCRYE Directory	106
SCRYE Exchange: Our new classifieds!	108
SCRYE Top 40	111
Final Tap: We talk with Peter Adkison, president of WotC	112

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Global Effect

Letters from our Readers

Hi Scrye-guys,
I've got a quick question for ya: not to be anti-social or anything,



but are there any solitaire rules for any of the CCGs out there (besides SIM-YAWN-CITY)?

M.R. Barlow
Victoria, BC

Good question! We don't know, but I'm sure some of our readers have or know of well-done solitaire rules—please email them to us at: scrye@aol.com. Thanks!

Dear Scrye,

I was reading Scrye 7 when I came across the rules to SimCity the card game. I read the instructions, and the game sounded like fun. I have played the video game, and decided to give the card game a try. I bought a starter deck at the card shop near my house. It only took me about 20 minutes to figure out how to play. The game is very fun, and I really enjoy putting my city together. I want to tell Scrye readers that they should give this card game a try. Keep up the good work.

Chris Adams
Agoura, CA

Hi,

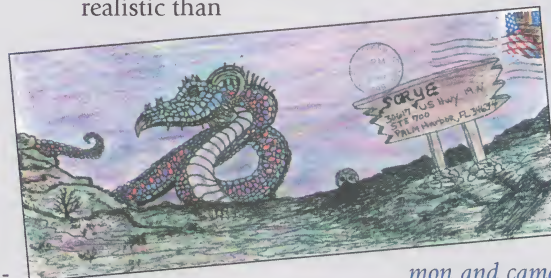
Soon after the M:TG came out I started playing. Soon, two of my best friends started playing and the domino effect had

begun. In no time we had regular weekly eight-player game sessions. Each game lasted between three and eight hours! Soon other

collectible card games came out. Many people turned to Wyvern. Most of those were people

who looked for a game that is even simpler than M:TG and easier to collect. A very small percentage started to "experiment" with Spellfire, although most of them did it because of it was from TSR.

Others turned to Jyhad. By that time I was looking for a game that was far more complex and realistic than



anything else on the market. Jyhad provided me with everything I ever wanted in a collectible card game and more. As one of my friends described it, M:TG is like 2+2=4, whereas Jyhad is more like an equation for chaos theory.

Anyway, I strongly believe that Jyhad has a far better combat system than any other game (since we talk about combat, I thought that RAGE was a very big disappointment). It also possesses the best politica-

tion system to date. I suggest that more people try it when the new version comes out, V:TES. Why then? Because with all the changes that WotC is making (especially changing the colors of the borders of the minion cards), Jyhad will be easier for beginners to learn.

Mike Kranc
Burnaby, BC

Jyhad remains in the top five most-played and best-selling collectible card games. At Gen Con we got a look at sample V:TES cards; they look great, and you're right, the border change helps a lot!

Dear Scrye,

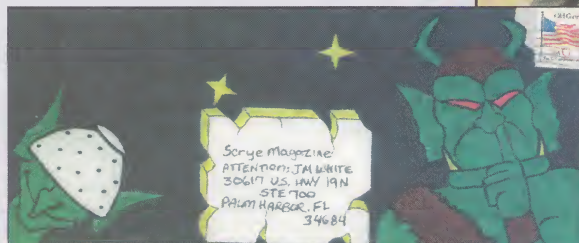
I have a Fireball from Fourth Edition and instead of saying 1995 at the bottom it says 1994. Is that card going to be worth more?

C.
Vaccaro
Katy, TX

Sorry, it's actually an ultra-common and came in a M:TG comic book from Acclaim Comics. Someone at WotC obviously forgot to change the year on the bottom of the card...so it's sort of a collector's oddity, but probably won't ever be worth more than your Fourth Edition Fireball with 1995 on it.

Dear People Behind SCRYE,

I am writing in response to the "specula-



THE INVASION IS ABOUT TO BEGIN...

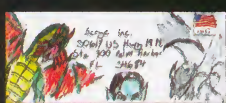
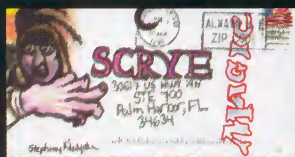
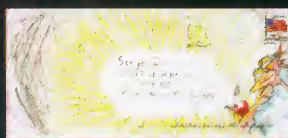
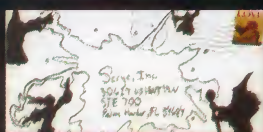
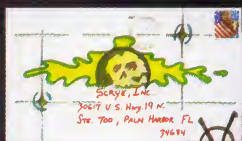
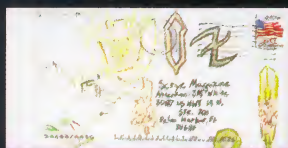
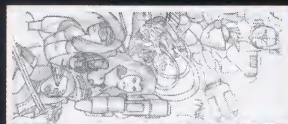


Since 1942 the Japanese have had free rein over the Pacific. That's over now.

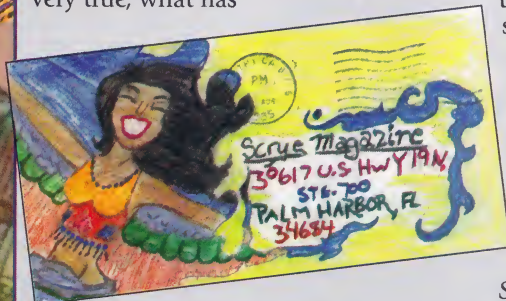


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tor" issue. I think that it is very true, what has



been said about speculators. They do totally decimate collectible markets. Although I do admit that many times I have considered speculating, I could never bring myself to do it.

I used to collect a lot of non-sports cards, but soon there more subsets than I could handle. When Ultra '94 came out with Lord knows how many subsets, I stopped collecting those cards. Instead I went to Magic. In Magic I thought it was weird, but cool how there weren't millions of bonus cards, just common, uncommon, and rare. And whenever you bought a pack, you got a rare card!

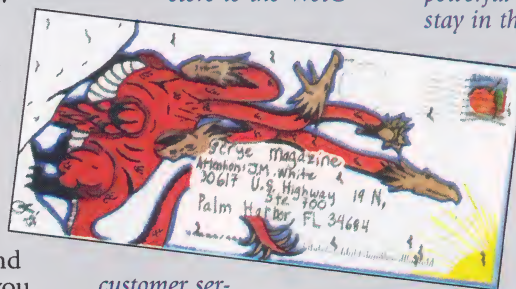
It was nice, until speculators intervened. I am still trying to complete a Revised set, and the speculators don't help. For instance, at a local card shop, the owner opens the boosters, takes out the rare card, reseals it and sells it at the original price. This is the sort of speculation that hurts. Also, single-card prices have skyrocketed so high that you can't buy certain cards from past sets unless you are really rich. The way WotC seems to be countering this is through sets like Chronicles, which not only allow you to get good cards at lower prices, but give new players a

fighting chance. Sets like this destroy speculator markets and we should applaud WotC for doing so.

B. Juba

Springfield, VA

Hey, thanks for your great letter! You'll be happy to know that WotC told Scrye back in April that it had no intention of putting in chase cards, foil cards, holograms, etc. in future sets. They brought Chronicles out so that players could get their hands on these cards at a reasonable price. You might consider reporting the store to the WotC



customer service department, though I'm not sure if they can do anything about it.

Dear SCRYE,

The first thing I noticed when I saw the Ice Age cards was that the illustrations on them are much better than the illustrations on the Revised cards. At first I was not very delighted with the Ice Age cards but a bit later I saw some really nice cards. The only bad thing about

some of these very good cards is that they have the stupid cumulative upkeep which you cannot pay for a long time.

K. O. Nolt
Hamburg, Germany

We agree; the artwork for Ice Age is outstanding! You may not know this, but this is the second batch of artwork done for it. Ice Age was originally scheduled to come out back in the spring of 1994. After getting pushed back, back, back, the artists asked if they could redo their artwork (many of them had gotten much better at doing card art) and WotC said sure!

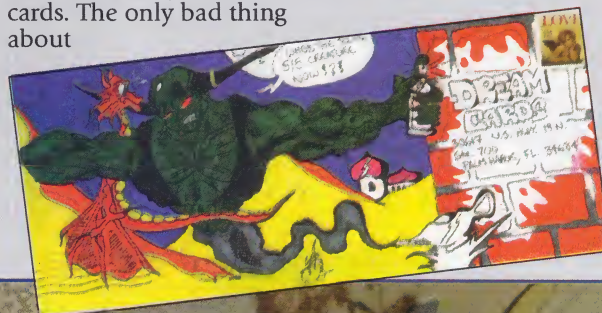
With regard to cumulative upkeep, WotC put this in so it could do huge, very powerful cards that wouldn't stay in the game long and cause balancing problems. We think cumulative upkeep was an excellent innovation!

A NOTE TO SCRYE
READERS:

More than a few readers expressed their displeasure at our combining of Unlimited and Revised prices last issue. It was a dumb mistake on our part. We're sorry! Please don't throw any more Atogs at us!

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M O N D O C O M B O S

CARD COMBINATIONS FROM OUR READERS!

Just after we shipped out the last copy of SCRYE #8, there was an all-too-familiar puff of smoke, and our little red friend the Rules Demon appeared. He was waving his advance copy of SCRYE #8 wildly, and said "You can't send these out!"

"They've already been sent out," was our surprised reply.

"Then call them back! You have to reprint them all!"

After a few moments of silence, the editor looked up from her desk. We all expected a lecture about shipping schedules and the costs of reprinting, but instead she simply asked, "Why?"

"Well...because I...uh...." He shuffled his feet around and hid the magazine behind his back. "I mumbledymushdake."

"Excuse me?"

"I mumbledymushdake."

"You'll have to speak up."

"All right. I made a mistake. There. Happy? I said that Killer Bees can use mana from a Channel, but Channel produces colorless mana and Killer Bees need green mana, so you'll just have to call them all back and reprint them."

"Well then, we'll just have to print a correction next time. We can't possibly call them all back and reprint them."

He didn't like that one bit, and the look on his face when he disappeared in another puff of smoke told us that we'd better watch out when we printed this issue of SCRYE. He was madder than...uh...tar, and was probably going to pick out some nasty combos for this issue. Judge for yourself. Here they are:



Here's how to kill someone on the first turn: Black Lotus, Berserk, Blood Lust, Ball Lightning, Mox Emerald, Mox Ruby and a Red Mana. First put down Black Lotus, Mox Emerald, Mox Ruby and the Red Mana. Now sacrifice the Lotus to summon Ball Lightning, then attack. Now tap the Red Mana and Mox Ruby to Blood Lust it, then just tap the Mox Emerald to Berserk it.

J. Ross
Slymar, CA

With four cards on the restricted list, this is a once-in-a-lifetime combo—but I'd love to see your opponent's face!

Congrats on another great issue. I love the Mondo ComBos section. I have written to give everybody what they want, an awesome combo that will kick your opponent's butt any turn and every turn. Here it is: Kismet and Stasis and when you're down to two Blue left, Boomerang it back to your hand.

E. Cahoon
Kokomo, IN

I've seen some lethal decks built around this concept. Time Elementals also work incredibly well with the Kismet/Stasis combination. With enough mana you can bring the Stasis back to your hand at the end of your opponent's turn and replay it during your turn. Repeat until your opponent is well done. Add in a Mana Short to tap your opponent's lands and watch him howl!

I want to share one of the most killer combos I ever heard of. First you take an Armageddon Clock, Animate it, and then put Spirit Link on it!

B. Barrell
Belchertown, MA

There's using your head! If you can't cast Spirit Link on a card because it's an Artifact, cast

Animate Artifact on it, and then Spirit Link it.

I was looking through my cards and came up with a super Mondo ComBo: Sorceress Queen and Sengir Vampire (use Sorceress Queen to make an opponent's creature 0/2, then destroy it with the Vampire). It will give your Vampire an automatic +1/+1 every turn.

M. Diorio
Greencastle, PA

Well, it's not automatic—your opponent can still choose not to attack you or not to block your Sengir Vampire. Add in a Nettling Imp or Norrit to force one of your opponent's creatures to attack, however...

Here is a neat combo: Library of Leng and Sindbad.

M. Matsuska
Winston-Salem, NC

This combo works very well. Any time you want, draw a card from the top of your library using Sindbad's ability. If the card is a Land, you get to keep it. If the card isn't a Land, the Library of Leng gives you the option of putting it right back on top of your deck instead of discarding it.

I have played Magic since it came out. Since then, I have thought of lots of nasty combos. Here are some of them:

1) Rod of Ruin and Fungusaur

At the end of your turn I pay three mana and tap my Rod of Ruin to damage my Fungusaur. That makes him, what...8/8?

How about a Prodigal Sorcerer, though—do it for free!

2) Circle of Protection: Black and Lord of the Pit

While this is a great combo, many people essentially end up cheating with it. If you have any creatures other than Lord

of the Pit in play, you must sacrifice one of them to the big guy during your upkeep. He says, "Feed me!" and reaches out to grab something, whether you like it or not. If you don't have any other creatures in play, however, CoP:Black works very well indeed to stop the hungry Lord of the Pit from turning around and hitting you because there's nothing to eat.

3) Tracker and Sorceress Queen

G. Bunch
Ark, VA

Unless your opponent has something to pump her creature up after you use the Sorceress Queen, it's a goner.



The best combo I've ever used: Gauntlets of Chaos to give my opponent a Derelor and then Sleight of Mind the Derelor to the main color my opponent is playing. It's almost a guaranteed win!

J. Morgan
Bend, OR

The Derelor will require your opponent to pay an additional black mana whenever casting a spell of the color you specified with Sleight of Mind. Assuming that your opponent doesn't have black mana available, it will make it very difficult indeed to cast spells of his main color.



Redemption

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For my killer or maybe not-so-killer combos:

1) Use Skull of Orm with a Miracle Worker and Unstable Mutation. For extra kicks, throw in a Verduran Enchantress. This combo works best with First Strike creatures (White, Black, and Vodalian Knights are my personal favorite).

Nice. Put the Unstable Mutation on a creature of your choice to get +3/+3, and then pop it off with the Miracle Worker before your creature gets a 1/1 counter. Then bring the enchantment back with your Skull of Orm, and you're sitting pretty! With the Verduran Enchantress you can draw a card each time you cast the Mutation as well.

2) This one is hard to come by: Craw Giant, Living Plane and Lure. If your opponent has more than eight Lands out, he's dead.

*J. Stewart
Delta, UT*

Actually, with four each of Craw Giant, Living Plane, and Lure in a deck, it's an easier combo to get out than you might think. Gotta love that rampage ability!

Turn on the Ice Age with a Stone Spirit (4/3 cannot be blocked by flying creatures) with Flight or Arnjlot's Ascent (making it unblockable).

*M. Blackburn
San Ramon, CA*

While not completely unblockable (some ground-based creatures, like Giant Spider, can block flyers), it's definitely enough to make an opponent chew his nails.

Here are my Mondo ComBos:

1) Serra Angel with Energy Storm. Since Angel does not tap, the Energy Storm has no effect.

I like it. Serra Angels seem to be walking (er... flying) magnets for Fireballs, Disintegrates, etc., so anything you can put on one to negate damage is a big plus.

2) Consecrate Land with Armageddon. Consecrate protects, at most, four of your Lands from Armageddon while destroying everyone else's. This is a fun combo if playing a white, small, fast creature deck. Even better is to play a Wrath of God before Armageddon. That way it clears almost everything except your four Lands, and with those four, you can cast almost all of those white creatures.

*C. Schulte
Waseca, MN*

And what if those four lands you consecrated were, say, Mishra's Factories? Heh heh...

Here's a combo to try out: Use Jester's Mask with a Control Magic in hand, and give them their best creature.

*R. Tosi
Tiverton, RI*

Oooh! Someone with a twisted sense of humor! Someone after my own heart! At the very least you'll confuse the bejeebers out of them (bejeebers are kind of like the heebie jeebies).

Reminds me of the time when I watched while my opponent played a Rabid Wombat and promptly put four enchantments on it. My turn came around and I added another enchantment to the stack of Control Magic.

Warning: Don't use this on anyone you want to be friends with! Play a Tempest Efreot. Copy it with Dance of Many. Tap the token Efreot to take one of your opponent's cards in hand and bury the token Efreot in your opponent's graveyard. Then use a Skull of Orm to get back the Dance of Many and do it again. Keep doing it until your opponent concedes the game and the ante.

*A. Hitz
Wichita, KS*

If any of you see this guy hanging around card shops saying, "I just learned this cool new game called...uh...Magic. Anyone want to play a game for ante?"—RUN

AWAY! RUN QUICKLY!

Wow, what an incredibly evil combo! I love it! I can just see it: You can keep the token if you want to. It's quite a nice pente stone, really!

My favorite combo can kill your opponent in one turn. Although I can't use it (you'll see why) it's Black Lotus, Fireball, a Mountain and a Channel. First you put down the Black Lotus and the Mountain. You make the Black Lotus mana green, so now you have three green mana and one red mana. Cast the Channel and sacrifice nineteen life to add nineteen colorless mana to your mana pool. Now you have nineteen colorless, one green, and one red mana. Cast the Fireball and use your nineteen colorless and one green for the Fireball. Fireball your opponent and he's dead.

*Y. Shirazi
Rockville, MD*

This is probably THE classic first turn kill, and it's one of the major reasons why both Black Lotus and Channel are restricted. We get five to ten people sending us this combo each month, but I've finally published it, so you can all stop now!

And finally, here are a few Star Trek combos for all you Next Generation fans:

Have you ever wondered why Alien Probe is uncommon? It really is quite awkward and I didn't like it at first. But then I learned how well it works with Telepathic Alien Kidnappers. When Alien Probe is played, which forces you and your opponent to show their hands face up on the table for the rest of the game, you can then play Telepathic Alien Kidnappers. From then on (except if one of the cards is destroyed by Kevin Uxbridge) all you have to do is point to one of your opponent's cards and guess what it is. Not too difficult to guess if it's already shown, right?

*D. Floyd
Rapid City, SD*

This is a great combo, but just remember that it's not unbeatable. Because your opportunity to destroy an opponent's card happens right before she draws, she'll

always get a chance to play a newly drawn card before you can destroy it. As you pointed out, Kevin Uxbridge can zap the combo. Also, the new Countermanda card (available in the free Warp Packs from Decipher) will nullify Telepathic Alien Kidnappers.

My entire family plays Star Trek:TNG, including my nine-year-old sister. We came up with a few ideas to improve game play:

1) Use the Firestorm Dilemma against a Romulan deck. Their Integrity is so low that just about everybody in the away team will be killed. Then after you kill off the away team, play a Warp Core Breach on the ship.

I just went through and counted up the number of Romulans that would survive the Firestorm Dilemma, and the results aren't pretty: out of 27 Romulans, only eight would survive it. Since none of those eight are Engineers, a Warp Core Breach will cause your opponent considerable consternation.

2) Seed the REM Fatigue Hallucinations, Nitrium Metal Parasites, or HyperAging Dilemma. Then if your opponent fails to beat the Dilemma, wait one turn and throw a Temporal Rift on the ship.

*D. Case
Delta Jct., AK*

Better yet, let your opponent send a second ship out with extra crew to retrieve the empty ship. Then, just before he can beam over new crew, cast the Temporal Rift. He'll have wasted a lot of time and effort for nothing.

*Have a favorite card combo?
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TAPPING THE KNOWLEDGE VAULT

Dear Scribe:

My brother and I play Magic a lot and we have run into a few disagreements. I play with two Juggernauts and my brother plays with several banding creatures. I attack with Juggernaut and he blocks with the banding creature and bands it with a wall. Juggernaut says it can't be blocked with walls and I don't think he can do this.

J. Stondell
Davis, CA

You're right—he can't do that. There's a common misconception among Magic players that when you band two or more creatures together they effectively form one big creature, and thus get around the limitations of individual creatures in the band. This simply isn't the case.

Banded creatures are still unique creatures that are subject to any limitations they might otherwise have. Because the Juggernaut card specifically says "Cannot be blocked by walls," your opponent cannot block it with walls—banded or not.

Dear Scribe:

My brother and I had a fight about whether or not a Dragon Whelp with Burrowing could or couldn't be blocked by Circle of Protection: Red.

J. Barrett
Dumfries, VA

The problem here is one of terminology. Players really need to be careful about how they use terms that have specific, defined meanings in a game. In Magic, block has a specific meaning—it's what happens when a creature is selected to fight in defense against an attacking creature. CoPs (Circles of

Protection) cannot be used to block, because they aren't creatures. They can, however, be used to prevent damage.

A creature with mountainwalk (such as a Dragon Whelp with Burrowing) cannot be blocked by someone who has Mountains in play. This doesn't mean, however, that the damage it deals cannot be prevented by a CoP.

When determining whether or not a CoP can prevent damage (which is what is really being asked), you have to figure out two things: 1) What is the source of the damage? 2) What is the color of that source? If the source of the damage is the correct color for the CoP, the CoP can prevent it (with the obvious exception of cards that say this damage cannot be prevented, or loss of life, which is different from damage). In the case above, the Dragon Whelp is Red, so while it cannot be blocked, any damage it deals can be prevented with a CoP:Red.



Dear Scribe:

Just writing to tell you what a great mag you've got. I also wanted to ask about a problem my friend and I had about a month ago. I had my Dingus Egg and my CoP:Artifacts out. I also had three Llanowar Elves

out, and I did Armageddon. I protected myself from the Dingus Egg's effect with my Llanowar Elves, but my friend said I couldn't because the damage came from the White Armageddon, not the Dingus Egg. I say the CoP protects me from the 2 damage from the Egg for each Land destroyed. Please tell us who is correct—we've been feuding over this for the past two months.

M. Tokayer
Ontario, Canada

I hate to say it, but you're both wrong. As you thought, the damage does come from the Dingus Egg, not the Armageddon (the Armageddon may have precipitated the damage, but it's not the source—the Dingus Egg is what actually does the damage). However, you can't stop all of the damage with a single activation of your CoP:Artifacts. Even though the damage is all from the same source, the Dingus Egg does a separate packet of damage for each land. Thus, you'd have to activate your CoP:Artifacts once for each Land that was destroyed by Armageddon.

Dear Scribe:

I have one question. A Nalathni Dragon would be under what type of price guide? Do you have the price for this card? It's a Dragon Con 1994 edition.

K. Cuevas
Denison, TX

The Nalathni Dragon shows up with other promotional cards in the Sets & Boxes & Specials price guide in SCRYE

Dear Scribe:

When a Magic game is played in my neighborhood, there is always controversy. I was wondering if you guys could answer a few questions for my friends and me. On such cards as a Winter Orb, it says in the text "a player." Does this mean that the Winter Orb is used on one player or everybody?

If you take a look through your various Magic cards, you may be surprised at how many cards use the wording "a player." On most of those cards, it is readily apparent that the text refers to each player or any player. On the Winter Orb card it is rather nonintuitive, but the wording does mean "Each player on his or her turn."

Another controversy is that my friend Kevin uses his Icy Manipulator to tap my friend Jeremy's Demonic Hordes, and the Icy becomes tapped (mono). Jeremy uses a Twiddle to untap Kevin's Icy to prevent his Hordes from becoming tapped (If I were Jeremy, I would have just untapped the Hordes with the Twiddle). After both cards untap from the Twiddle, could Kevin immediately reuse his Icy as a fast effect on Jeremy's Hordes?

The whole tapping and untapping thing is a very misunderstood part of the game. Let's examine this whole scenario very carefully:

1. Kevin declares an instant speed fast effect—his use of the Icy. As part of declaring a spell or effect, you must pay any costs and declare any targets or other decisions required by the spell or effect. In this case, tapping the Icy and paying 1



mana are the costs, so the Icy becomes tapped and Kevin drains 1 mana from his mana pool. The Hordes are declared as the target.

2. Jeremy declares an instant speed fast effect in response—his Twiddle. He pays the cost (1 blue mana) and declares that he will be untapping the Icy.

3. At this point neither player wants to declare any more fast effects on this stack, so the instants are resolved in LIFO (last in, first out) order.

4. The Twiddle resolves, and the Icy becomes untapped.

5. The Icy's effect resolves, and the Hordes become tapped.

At the end of this stack of fast effects, Kevin has an untapped Icy, which he can use again if he wants, and Jeremy has a tapped Hordes and a wasted Twiddle. Here's what I would have done:

1. Kevin declares his use of the Icy against Jeremy's Hordes (pays 1 mana and taps).

2. Jeremy declares his use of the Hordes against one of Kevin's lands (taps the Hordes). The cost required by the Hordes is that you must tap them. Because they don't become tapped by the Icy until the Icy resolves, Jeremy is still free to use them at this point.

3. Neither player wants to cast more spells on the

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TAPPING THE KNOWLEDGE VAULT

stack, so they resolve in LIFO order.

4. The Hordes effect resolves and one of Kevin's lands is destroyed.

5. The Icy's effect resolves: the target is already tapped, so it fizzles.

Then, of course, Jeremy can cast Twiddle to untap his Hordes, let that resolve, and use the Hordes again to blow away a second land of poor Kevins.

One last problem. If I attacked my friend Scott with an Air Elemental, and he had a CoP:Blue, could I play a Power Sink after Scott uses his Circle Blue so that all of Scott's land becomes tapped, preventing him from using his CoP:Blue?

J. Tscouris
Lombard, IL

The Power Sink card will let you counter a target spell. If a spell or effect requires a target, it must have a valid target before you can even declare the spell or effect. In this case, there must be a spell to target with the Power Sink. If Scott casts a spell, you're sitting pretty—you can counter it with the Power Sink and the Power Sink will also tap his lands. If Scott doesn't cast a spell, however (and using the CoP is an effect, not a spell), you're out of luck.



Dear Scrye:

I'm a big Merfolk fan and I was wondering if you could tell me if there

are any wars with the Merfolk in any of the M:TG books? If so which one(s)? Thank you for your time.

G. Schneider
Maine

In *Final Sacrifice*, the third book of the *Greensleeves Trilogy*, the Archdruid Greensleeves and her companions encounter the Copper Conch tribe of Merfolk, who guard the ruins of the ancient College of the Sages of LatNam. There is also a story in the Fall 1994 issue of *The Duelist* (Issue #3), "A History of the Fallen Empires." It covers the fall of the five empires of ancient Sarpadia, including Vodalía of the Merfolk.

Surprisingly, there isn't a single Merfolk story in the entire *Tapestries* anthology. Even though WotC made it quite plain in the original story solicitation for *Tapestries* that it would prefer non-human-centric stories, by far the majority of the stories feature human main characters.

Cross your fingers, though—another anthology is in the works, and will hopefully hit the bookstore shelves Januaryish. Perhaps a story featuring Merfolk will appear in it.

Dear Scrye:

I have a question that my friend and I can't figure out. Every time we play Magic, it keeps turning up and

we both argue about it. Can you help us? Say I put a Nevinyrrals Disk and he puts a Crumble out and I use a Deathgrip

on it. Would my Deathgrip destroy his Crumble or would his Crumble destroy my Disk?

B. Korpela
Framingham, MA

Deathgrip says "(B)(B): Counter target green spell." Play this ability as an interrupt. Crumble is a spell and it is green, so it's a valid target for the Deathgrip. Thus, if you have two black mana available, you can use the Deathgrip to counter the Crumble. When a spell is countered, it's as if the spell simply never happened, and the countered spell goes directly to the graveyard. So your Disk is safe.

Dear Scrye:

I have a question concerning the CoPs. Can you use two mana to protect yourself from two different sources of damage in the same turn? For example, if an opposing player attacks with a Northern Paladin and a Mesa Pegasus, can I use one mana to prevent damage from the Paladin with my CoP:White, and then use another mana on that same CoP to protect me from the Pegasus? This question has haunted me from day four or five. Thank you for your time.

G. Richardson
Ft. Lewis, WA

CoP:White says "(1): Prevent all damage against you from one white source." If a source deals damage to you more than once in a turn, you may pay (1) each time to prevent the damage. It's not particularly clear on the issue, but since the text doesn't put any limitations on how many different sources it can be used against in a turn, the

answer is Yes, you can use a CoP against multiple sources of damage in any given turn. You just have to make sure to pay the cost to power it up the appropriate number of times.

Dear Experts:

I've got a question. I hear you've got answers. Cool. I play Star Trek (like, all the time). I want to know how many times you can use an Interrupt if it doesn't say to discard. (Keep in mind Scan cards and Kevin Uxbridge.)

T. Simonson
Sublimity, OR

According to the Star Trek rulebook, most interrupts have an immediate effect upon the game and are then discarded. If an Interrupt card doesn't give a specific time to discard it, it is discarded immediately after the effect occurs. Thus, in the case of a Scan card or Kevin Uxbridge, you only get one use from it. (This is the opposite of Event cards, which, by default, remain in play unless the card specifies a time to discard it.)

Dear Scrye:

When using a Red Alert, does it affect all cards?

G. Lewis
Roseburg, OR

The Red Alert is a Star Trek Event card that allows you to play as many Ship, Personnel, and Equipment cards as desired each turn. Here's how Red Alert works in a nutshell: each turn after you play a Red Alert, you can choose to play a sin-

gle Event card or multiple Ship, Personnel, and

Equipment cards (instead of the one card you would normally be able to play). You cannot play multiple Event cards in a turn, nor (unfortunately) can you play an Event card and then play Ship, Personnel, or Equipment cards.



Dear Scrye:

I would like to know if a big ship like the U.S.S. Galaxy can hold a Shuttlecraft or a Runabout like Personnel or Equipment?

D. Socher
Milwaukee, WI

In February 1995, Decipher created an optional tournament rule that large ships such as the U.S.S. Galaxy can carry Shuttlecraft in their shuttle-bays. Decipher has also stated that it plans to incorporate this idea into cards in future expansion sets.

For questions along these lines about Star Trek, Decipher says, "If an unexpected twist comes up that isn't in the rulebook, use common Trek Sense to resolve it."

We'll tap the Knowledge Vault for you too! Send your questions to us and we'll go to the experts to get the final ruling. Send letters to

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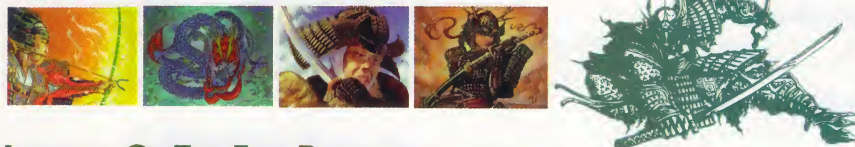


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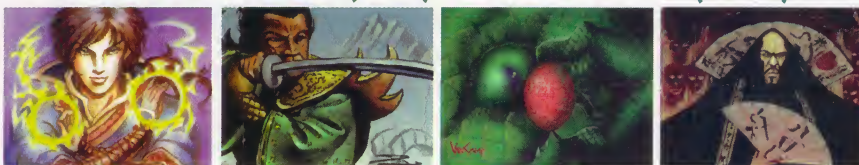
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Key to abbreviations:

LTD = Limited Ed ULTD = Unlimited Ed.
 STD = Standard Ed. 1st = 1st Ed./printing
 2ND = 2nd Ed./printing 3rd = 3rd Ed./printing
 UNK = Unknown Sp = Special

All expansions are Limited Ed unless otherwise stated. Total number of CCG = 55. Total number of expansions = 52. (North America)

Atlas/Trident

On The Edge LTD, ULTD, STD
 Exp#1: Cut-Ups
 Exp#2: Shadows
 Exp#3: Arcana
 Exp#4: Wetworks (Nov)

Black Dragon Press

Tempest of the Gods LTD (Sep)

Brady Games

Mortal Kombat Kards LTD (Nov)

Cactus Game Design

Redemption LTD

Calibre Game Systems

PowerCardz
 Exp#1: Second Strike
 Exp#2: Spawn (Aug)
 Exp#3: Youngblood (Oct)
 Daemonstorm (Fall)

Card Sharks

Super Deck! LTD
 Exp#1: Slim Decks

Cardz/Playoff

Hyborian Gates LTD
 Exp#1: Gatemasters (Fall)
 One on One NFL Game (Sep)

Chameleon Eclectic Entertainment

The Last Crusade (Oct)

Chaosium

Mythos LTD (Mar)

Columbia Games

Dixie: Bull Run 1st, 2ND
 Dixie: Shiloh 1st
 Eagles: Waterloo 1st (Fall)

Comic Images

Star Quest: The Regency Wars LTD, ULTD (Sep)
 Exp#1: Origins (Dec)

Companion Games

Galactic Empires ALPHA, BETA, PRIMARY, UNIVERSAL (Nov)
 Exp#1: New Empires
 Exp#2: Powers of the Mind
 Exp#3: Time Gates
 Exp#4: Advanced Technologies

Daedalus Games

Shadowfist LTD, STD (Oct)
 Exp#1: Netherworlds (Oct)
 Sp#1: Combat in Kowloon (Winter)

Decipher

Star Trek: TNG CCG LTD, ULTD, BETA
 Sp#1: Warp Pack
 Sp#2: Collector's Tin (Sep)
 Exp#1: Alternate Universes (Sep)
 Exp#2: Q-Continuum (Winter)
 Exp#3: Holodeck Adventures (Spring)
 Star Wars LTD (Oct), ULTD (Dec)

Fleer

Marvel OverPower LTD
 Exp#1: Teamwork (Nov)

FPG

Guardians LTD, ULTD (Oct)
 Exp#1: Dagger Isle (Nov)

Heartbreaker/Target AB

Doomtrooper LTD, ULTD
 (+15 FOREIGN LANGUAGES)
 Exp#1: Inquisition
 Exp#2: Warzone (Sep)
 Exp#3: Mortificator (Nov)
 Super Nova LTD (Sep)
 The Crow LTD (Sep)
 James Bond CCG LTD (Nov)
 Exp#1: Villians & Women (Winter)

Horizon Games

Quest for the Grail Preview, LTD (Oct)

Interplay (software)

Dragon Dice Computer game (Oct)

Iron Crown Enterprises

Middle-earth: The Wizards LTD
 Exp#1: Dragons ('96)
 Exp#2: Dark Minions ('96)

Isomedia/AEG

Legends of the Five Rings LTD (Oct)

Knight Press Games

Realms Arcana (Sep)

Last Unicorn Games

Heresy: Kingdom Come LTD (Oct)

Mag Force 7

Star of the Guardians LTD
 Wing Commander LTD

Mayfair Games

SimCity The Card Game LTD, ULTD Bsters (Fall)
 Exp#1: Chicago Starter Decks (Fall)

Medallion Games

Echelons of Fury LTD, 2ND (Sep)
 Echelons of Fire LTD, 2ND (Sep)

Metropolis Ltd./Target AB

Kult LTD (Oct)

MicroProse (software)

Magic:TG CD ROM (Nov)
 Magic:TG CD ROM II (Winter)

Multisim

Kabal (French)

New Millenium

Battlelords LTD
 Exp#1: Genesis (Dec)

October Games

Divine Intervention (French)

Outer Earth

Moons Of Khadar LTD (Sep)

Parker Brothers

Sp#1: Star Trek: TNG CCG 2-Player Set (Nov)
 Sp#2: Star Wars CCG 2-Player Set (Dec)

Portal Productions

Portal LTD (Oct)

Steve Jackson Games

illuminati: NWO LTD, ULTD (+ GERMAN)
 Sp#1: Factory set
 Exp#1: Assassins (Sep)

Tiger Ltd

Banemaster

Topps

Killer Instinct (Spring)

Trio Toys

Monster Magic ALPHA (TBA)

Thunder Castle Games

Towers in Time LTD
 Greek Towers in Time LTD (TBA)
 Highlander LTD

TSR

Spellfire 1st, 2ND
 Exp#1: Boosters
 Exp#2: Ravenloft
 Exp#3: Dragonlance
 Exp#4: Forgotten Realms
 Exp#5: Artifacts
 Exp#6: Powers
 Exp#7: Spelljammer (Dec)
 Blood Wars 1st, 2ND, 3RD (Oct)
 Exp#1: Rebels & Reinforcements
 Exp#2: Factols & Factions
 Exp#3: Powers & Proxies
 Dragon Dice
 Exp#1: Monsters & Amazons
 Exp#2: Firewalkers (Oct)
 Exp#3: Undead (Jan)

Ultimate Games

Ultimate Combat! LTD
 Exp#1: Ancient Fighting Arts of China (Sep)

U.S. Games Systems

Wyvern PREMIER LTD, LTD, KINGDOM (Fall)
 Exp#1: Phoenix

Upper Deck

Gridiron Fantasy Football INAUGURAL (Oct)
 Exp#1: Blacklist (Dec)

White Wolf Game Studios

Rage LTD, ULTD
 Exp#1: The Umbra
 Exp#2: The Wyrn (Dec)

Wildstorm Productions:

Wildstorms (Aug)
 Exp#1: Conflict (Oct)

Wizards of the Coast

Magic: The Gathering ALPHA, BETA, ULTD, REVISED, 4TH
 Sp#1: Collector's Ed., Int'l Collector's Ed.
 Sp#2, 3: Revised Gift Set, 4th Gift Set
 Exp#1: Arabian Nights
 Exp#2: Antiquities
 Exp#3: Legends
 Exp#4: The Dark
 Exp#5: Fallen Empires
 Exp#6: Ice Age
 Exp#7: Chronicles
 Exp#8: Homelands (Oct)
 Jyhad LTD, Vampire: The Eternal Struggle ULTD (Sep)
 Exp#1: Dark Sovereigns (Oct)
 Netrunner LTD (Spring)

Miami 5:47 p.m.

Mark draws power from
his mana pool and
summons a Mesa Pegasus.



New York City 5:48 p.m.

Angela taps her mountains
for one red mana.
She casts Earthbind.



Mark's Pegasus
flies straight to
the graveyard.



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Card Collector

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You're back again for more secrets? Well, the summer has certainly been a busy time for us, trying to compile lists of new products and keep up with all the latest releases. Gossip mongers were at their peak this summer, having tons of holes to dig into. In the spirit of true espionage, I sneaked into the editor's office last night and photocopied "THE OFFICIAL GEN CON REPORT (FOR INTERNAL USE ONLY)." Here's a sample of the goodies it contained...

Another year, another trek in the heat of August to the meeting point for gamers-at-large; Milwaukee, Wisconsin—home of Gen Con, the largest gaming convention in the world.

By this time, a seasoned gamer has boiled down the fine art of attending Cons into a science: a plane ticket, a place to crash, enough money to get in and play, eat and buy one of everything new...and the total game experience is had for merely a year's savings.

Last year attendance was estimated at 25,000. This year the Gen Con exhibit floor had expanded to capacity and attendance was probably closer to 35,000 people.

Collectible card games were everywhere, from the simple trades in the halls to the rapid exchange of money for Singles, Boosters and boxes on the exhibit floor. So what was really the hottest product of the Gen Con show? You guessed it—Chronicles! All of the booths selling it at list price sold out very quickly. Magic players seemed happy with the card mix, especially when they got that Chronicles Booster with two Elder Dragons.

WotC News

Due to a lack of availability of Ice Age Starters, no Ice Age was shipped in August by WotC. Look for it again in September.

Vampire: The Eternal Struggle is now slated for a mid-



September release. WotC gave away samples of V:TES, the second printing of Jyhad, at Gen Con. The cards looked great; the improved borders received lots of compliments. The quality of the card stock and printing by the U.S. Playing Card company was excellent.

Dark Sovereigns, the first V:TES expansion, is now scheduled for October. Netrunner is now scheduled for first quarter 1996. Netrunner details

gleaned from the new WotC Fall-Winter 1995-1996 catalog:

- ◆Designed by Richard Garfield.
- ◆Starter Deck package has a 60-card Netrunner deck and a 60-card Corporate deck.
- ◆Booster Packs have 15 cards, 36 packs to a box.
- ◆400+ cards in the set.
- ◆Based upon R. Talsorian's Cyberpunk.
- ◆Netrunner will be the third Deckmaster game from WotC.

CORPORATIONS rule the world. Mega-Corps oversee the lives of millions, but they keep their true agendas hidden. Some corporations are benevolent, constructing arcologies and supporting thousands of employees. But others indulge in Black Operations to serve their own greed. What kind of world will you build?

NETRUNNERS find ultimate freedom in cyberspace. Armed with technological wizardry, streetwise savvy, and indestructable idealism, 'runners slam into cyberspace to make information free. Will you use your power to reveal the secrets of the corporations, or do you fight the system to spread chaos and anarchy?

Also in the new WotC catalog was a mention that Magic: The Gathering has been translated into Italian, German, French, Spanish and Portuguese. We haven't seen the last two yet. (By the way, DoomTrooper is now in 15 languages, the latest being Hebrew.)

The new M:TG pocket player guide is now coming in October.



Special Announcement from Acclaim Comics

Acclaim comics (Armada imprint) will publish *Homelands*, a 64-page graphic novel based on the forthcoming M:TG expansion set. Each issue will contain one of three randomly inserted, Rare Homelands cards. Here's a list of the cards and what they do:

Feroz's Ban: Defends Homelands from any wizard from any other world. This artifact will make players invulnerable to any spell for a limited amount of time.

Baron Sengir: Once attempted to dominate Homelands; his influence is still present today. This black creature will allow players to generate a vampire army.

Apocalypse Chime: When it sounds, all of Homelands is destroyed. Players will be able to use this artifact to annihilate all Homelands cards in play.



Feroz's Ban



Apocalypse Chime

New Millennium Debuts Battlelords!

The surprise debut at Gen Con was Battlelords. No one really knew what to expect, so everyone was very happy to see great-looking cards. Their booth was really busy all through the con-

vention and a lot of Battlelords cards went home with happy attendees.



Baron Sengir

AEG/Isomedia Preview at Gen Con

One big winner at Gen Con was Legend of the Five Rings (L5R) from AEG/Isomedia. The demo decks looked sharp and everyone at the show was calling it a hit. Some thought the cards were really cool-looking, others thought them a bit too busy. The highly detailed borders, in particular, almost overshadowed some of the art. Most importantly, the game plays very well. Look for it this November.

A unique promotion for L5R is a proof-of-purchase redemption program. Save those boxes and wrappers, as you'll be able to redeem them for cards.



FPG Makes a Splash!

An even bigger winner at Gen Con was Guardians. FPG shipped in the first Limited Edition decks directly from the printer. Wow!

The cards are gorgeous! FPG's booth/demo area was packed during the entire convention. The expansion this fall features art from Rowena, Acheillos, Parkinson and Brom. Watch for the Guardians comic series from Dark Horse in early 1996! Watch for the WotC/FPG Everway expansion card series in late 1995.



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The Book of Law Emerges

DoomTrooper players longing for the ultimate guidebook for their favorite game should look no further than the Book of Law, due in stores this fall. The Book of Law, the official reference book for DoomTrooper, will contain more than you'd expect from a player's guide. It will be heavy on strategy and information that players really want, instead of rewrites of rules. It will include an illustrated background of the exciting Mutant Chronicles setting, rule and card FAQs, game variants, tournament rules, complete card lists and combos. The deckbuilding section will provide guidelines for deck makeup and thematic ideas.



TSR has a New Collectible

Dragon Dice rolled into Gen Con. This is the biggest roll of the dice by TSR in a long time and everyone had been wondering whether this collectible dice idea/game would shake up the collectible market. Well it has—big time! Dragon Dice was the instant collectible of Gen Con. Hope you all had someone pick you up one of the special Gen Con dies.



Interplay Productions has announced that it has acquired the TSR license for Dragon Dice... expect to see the computer game in stores in late fall 1995.

White Wolf Game Studios Rages

Rage: The Umbra was in big demand at the bustling White Wolf Gen Con booth.

Daedalus Games Strikes!

The Daedalus booth was busy, with many Shadowfist artists signing their cards and many new players trying out the game. Shadowfist single cards were also to be found for sale at booths in the exhibit hall.

Highlander Strides into Gen Con

Highlander finally debuted and the man himself, Adrian Paul, was on hand. A huge line appeared when it was time for his autographing session. A report of swooning ladies slowing down the session has not yet been confirmed. (However, we have it on good authority that some phone numbers changed hands...)



Wyvern Soars!

One of the busiest booths at Gen Con was the U.S. Games Systems booth. It had the brand new Wyvern Players Guide on hand. Mike Fitzgerald, Wyvern's designer, was proud to tell us that the Wyvern

tournament was the biggest non-Magic CCG tournament at the show. It really looks like Wyvern is going to have a lot of staying power.

Fleer Powers Up

Marvel OverPower premiered at San Diego ComicCon with a full-force introduction. The \$5,000 tournaments at both ComicCon and Gen Con were a well-received surprise. Wolverine could be seen making frequent trips around the exhibit floor (glad it was him/her in the rubber suit and not me!)



Tiger Ltd Lands

At the Chessex Manufacturing booth was the first printing of Banemaster, a dungeon card CCG from Scottish designers. The game will be available in the US through Chessex this fall.

Upper Deck/Precedence Publishing Pulls First Play

Brought in Gridiron cheerleaders...need we say more? Gridiron runs into stores October 16.



Trio Toys Makes Monster Magic

From Trio Toys comes Monster Magic Game Cards, Alpha Series. A 520-card set printed on UV-coated casino stock and featuring licensed artwork, this game comes in 55-card Game Decks and 16-card Booster Packs. It is developed especially for kids ages 7 to 15.

More Echelons

Medallion Simulations has released the Second Editions of both Echelons of Fire and Echelons of Fury. The British have made an appearance in both games, adding a considerable repertoire of combatants. There are some new cards, and we hope to have a new card list in issue 10.

The Galactic Universe Expands

After releasing Powers of the Mind (exp#2 for Galactic Empires) at Origins, Companion Games released Time Gates (exp#3) at Gen Con. Both are all-new sets of 152 cards and feature improved graphics and hologram special effects.

Coming next for Galactic Empires is the Universe Edition in November. A total of approximately 600 cards will be in the set. Starter Decks will have 100 cards and are race-specific, facilitating Sealed Deck tournaments. Booster boxes will feature a new sorting technique that may make a GE booster box have the fewest duplicates of any CCG.

More PowerCardz from Calibre Game Systems

After Spawn, PowerCardz will follow up with Youngblood PowerCardz. Look for it in October.

Chthulu Lives!

Chaosium demo'd Mythos at Gen Con. The collectible card game set based on the Chthulu Mythos of H.P. Lovecraft will be available in March 1996. What a sane company to avoid slugging it out this holiday season...

Portal Productions

Portal is a fantasy-based collectible trading card game. Each player uses characters to help fight for the freedom of their world. Using weapons, spells and special abilities (Flying Carpet gains you the leaping ability?!), the characters attempt to destroy the enemy's portal. There are over 325 different cards in the set including Characters, Classes, Items, Spells, Special Abilities, and Creatures. It comes in 60-card Starters and 15-card Boosters.

New Arthurian Horizons

Quest for the Grail from Horizon Games debuted at Gen Con. Set in Arthurian times, it is a game of Knights and Ladies who face perilous quests to prove their worthiness to seek the Holy Grail. The bronze- and silver-bordered Preview edition released at Gen Con has 135 cards in the set, and can be found in select stores in 60-card Starter Decks. In October the black-bordered Limited Edition comes out, with 360 cards in the set.



Middle-earth, Finally!

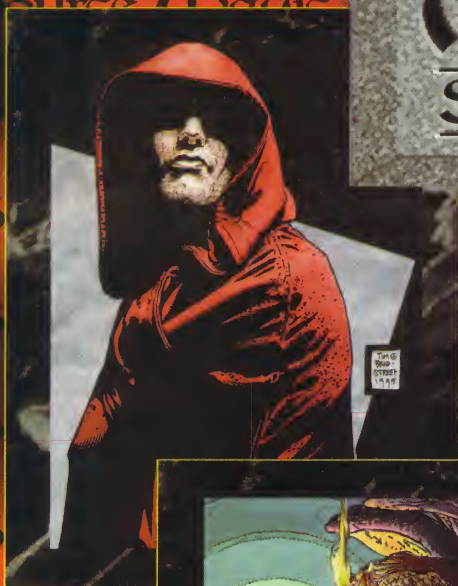
Demoing at the I.C.E. booths was Middle-earth: The Wizards. This adaptation of Tolkien's famous series to a collectible card game looks tremendous! Here are some details on the game:

MIDDLE-EARTH: THE WIZARDS

- ◆ Coming in early December.
- ◆ Printed by Carta Mundi.
- ◆ For 1-5 players...yes, it has solitaire rules!
- ◆ 450+ cards in the Limited Ed. release.
- ◆ More than 40 CCG & fantasy genre artists.
- ◆ Three commonalities: Common, Uncommon and Rare.
- ◆ Five card types: Characters, Sites, Hazards, Resources and Regions.
- ◆ Two expansions announced for 1996: DRAGONS AND DARK MINIONS.

Players design their own unique decks. Each plays one of the five Istari sent by Valar to right the Balance of Things on Middle-earth: Gandalf the Grey, Saruman the White, Radagast the Brown, Alatar the Blue, and Pallando the Deep-blue.

Each Wizard influences characters, who form companies and fellowships and journey afar to gather resources (including allies, factions, artifacts, and lore), all in an effort to strengthen their cause against Darkness.



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Middle-earth:
The Wizards allows

you to create groups of characters who journey to famous sites throughout Tolkien's world. Your companies actually travel, encountering dangerous hazards according to the path of their sojourn. They do battle with creatures and monsters who come into play as passive enemies.

Meanwhile, you compete with the forces of the other Wizards by marshalling power through general and direct influence. Your goal is to attain sufficient power to become the dominant figure in the struggle against Sauron. Like Saruman, your Wizard can reveal his identity by playing his card, vastly increasing his strength, but he must beware of exposing himself to the dangers of combat and corruption. Thus, you compete against your fellow Istari, the Evil One, and the dangers inherent in the land of Middle-earth.

Topps Announces Killer License!

Coming in spring 1995 is Killer Instinct. It is based on Nintendo's arcade and Super NES hand-to-hand action game. It has all of the Killer Instinct fighters plus a supporting cast of all-new Shadow Corp Personnel.

Wildstorm Productions Continues its Storm

Just as Wildstorms: The Expandable Superhero Collectible Card Game is about to reach store shelves, Wildstorm Productions announced a 150-card expansion titled Conflict. Due in October, it has more characters, more equipment, more plot twists, more combat cards, and more battles. Cards include Lord Entropy, Bloodmoon, Sister Mary and Cyberjack.

and
in
other



news...

Dateline: Seattle
M:TG World Championship Results

WotC held the 1995 Magic World Championship in Seattle on August 6. The semifinalists were:

Henry Stern, United States
Mark Justice, United States
Ivan Curina, Italy
Andrea Redi, Italy
Mu Lein Wang, Austria
Henri Schildt, Switzerland
Alexander Blumke, Switzerland
Marc Hernandez, France

In the finals, Alexander Blumke, a 26-year-old computer science student from Geneva, defeated Marc Hernandez playing the best two out of three games. The top four competitors were awarded a "staggering variety of prizes," including Alpha and Beta booster packs. More than 90 participants from 19 nations traveled to Seattle to compete for the presti-

NET Chat

On the M:TG front

Where are the cards? Where are the cards? Chronicles is here, but it seems to be in short supply. Things have not changed much for Ice Age either. Will this change? Only time will tell. There are rumors that people are already paying over retail prices to get Chronicles. Why pay? Chronicles will be out for quite some time. People are happy to see Chronicles finally out so they can get "hard-to-get" cards from some older expansion sets. Interested in more M:TG information? Wizards of the Coast has quite a few mailing lists devoted to M:TG and Jyhad (now Vampire). Send e-mail to oracle@wizards.com put HELP in the body of the e-mail and you will receive all the information you need to subscribe to any of the various lists. Wizards of the Coast also has a World Wide Web site [<http://www.wizards.com> (www.itis.com/deckmaster)]. You might want to look at the point system tournament format there, which is being talked about a lot.

On Rec.Games.Trading-Cards.Misc

Shadowfist is here! The reviews have been very positive. The Shadowfist net rep, Rob Heinsoo, has been busy posting FAQs and answering questions on rec.games.trading-cards.misc. It looks like this game is a hit! INWO traffic is still going strong. Aaron Curtis has started a "deck of the week" for INWO [<http://darkwing.uoregon.edu:80/~acurtis/>]. There are quite a few new card ideas going back and forth. Galactic Empires net rep John Hammer has posted the new FAQ for tournaments and the new expansion sets. The "card of the week" by Helge Blohmer (aka Wesley Crusher) for ST-CCG is a must for ST-CCG players. It includes card combinations and comments. Horizon Games demonstrated Quest for the Grail, a new CCG with a King Arthur theme, at GenCon (see below for WWW information). Guardians has been delayed.

IRC

No column about Internet is complete without mentioning IRC. Internet Relay Chat is where people can get together and talk about their favorite things. M:TG is no different. You can find people to talk to or even play with at all hours of the day. You will find people from all over the world gathered together talking, debating, even arguing about M:TG. Feel free to drop by and say "hi." Donald Framer is running a monthly tournament on IRC. You can send him e-mail at kfrap@ix.netcom.com

Internet Resources

In an effort to let people know what Internet resources are available, I am going to share the WWW sites I have come across. If you would like to see your WWW site, e-mail list or ftp site here, just e-mail me. I will publish as many sites as I have space for.

Atlas Games (OTE):

<http://io.com/user/presage/agindex.html>

DoomTrooper:

<http://www.best.com/~eroth/booboo1.htm>

Galactic Empires:

<http://ftp.winternet.com/users/kodai/GE>

Highlander (HL):

<http://www.cnj.digex.net/~eljay/HL>

Hyborian Gates:

<http://www.ccsi.com/hyborian>

INWO: <http://io.com/sjgames/inwo>

Quest for the Grail:

<http://www.ccsi.com/~dfn/quest>

Rage:

<http://studentwww.uchicago.edu/users/cls6/rage/rageindex.html>

SimCity:

<http://weber.u.washington.edu/~starfish/simcity/simcity.html>

Star Trek/Star Wars:

<http://www.decipher.com>

Towers in Time (TNT):

<http://www.cnj.digex.net/~eljay/TNT>

Ultimate Combat!: <http://www.ultimate-games.com/~shimban/>

RPG/CCG Resource Page:

<http://mxn117.rh.psu.edu/~spud/gamer.htm>

A few notes: There is now a Net Chat FAQ. It will be updated continually as I find/receive new information. You can request the FAQ by e-mail. I am looking for card combos for any CCGs other than M:TG (plenty of those already) to print.

Card Combos

For INWO, by Aaron Curtis
"Seduction of the Innocent"
S.M.O.F., Comic Books and Orbital Mind Control Lasers

For ST-CCG, by Jason Maxwell
Where No One has Gone Before on the Borg Ship

Cheers from CyberAbyss,
Craig Janssen daili@gate.net

FRAZETTA G.HILDEBRANDT BARR PETAGNO MENDEZ PEREIRA WHELAN STOUT

McNABB MARTIN BROWN ROY T.HILDEBRANDT WALOTSKY GROSS KOEFED

STAR QUEST

THE REGENCY WARS

CRIMSON EDITION!

The Battle Is Eternal,
The Images Are Incredible.



Star Quest: The Regency Wars, is now available in a Crimson Edition. Different color. Same fantastic art from 17 of the greatest science fiction and fantasy artists in the Universe.

Star Quest: The Regency Wars. Let the wars continue.

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COMIC
IMAGES

McNABB MARTIN BROWN ROY T.HILDEBRANDT WALOTSKY GROSS KOEFED

McNABB MARTIN BROWN ROY T.HILDEBRANDT WALOTSKY GROSS KOEFED

Card Collector

CONFIDENTIAL

September 22 - 24, 1995

COMICS, TOYS & MAGIC: THE GATHERING EXPO

San Francisco Cow Palace
\$6 admission (Call for info. on discounts and free admission)

Top artists from Marvel, Image and Harris Comics.

Contact: Bill Lee at (415) 522-3838

September 22-24, 1995

SHORECON '95

Berkeley Carteret Hotel

Ocean Avenue in Asbury Park, NJ

Board, card, living action, miniatures and roleplaying games as well as slate of comic, science fiction and media activities.

Contact: Andrew Durston at Multigenre, Inc. (908) 530-5211

September 23, 1995

QUESTCOM

Montclair State University Student Center, Montclair, NJ
\$4 admission

M:TC tournament, guest artists for card signing, raffles, prizes.

Contact: Ken at (908) 477-9107

September 22-24, 1995

FIELDS OF HONOR IV GAMING CONVENTION

\$10 for weekend, \$5 per day, \$1 visitor pass

War gaming, miniature gaming, board gaming, card gaming, M:TC tournaments, RPGA events, dealers and painting contest.

Contact: Fields of Honor, 6501 Douglas Ave, Urbandale, IA 50322 (515) 253-0907

September 23-24, 1995

CAPITALCON XI

Prairie Capital Convention Center

Springfield, Illinois

\$10 both days - no game fees

Miniatures, board games, roleplaying games and M:TC tournaments.

Contact: John W. Holtz, 400 E. Jefferson, #508,

Springfield, IL 62701 (217) 753-2656

September 28-October 1, 1995

ANDCON '95

Seagate Convention Center & Radisson Hotel
Toledo, OH

\$29.95 for all 4 days; \$24.95 before Sept. 15

M:TC Type 1 National Championship, M:TC tournaments, board games, roleplaying games, play-by-mail expo.

Contact: AndCon at P.O. Box 1740, Renton, WA 98507 (206) 204-5815, email Andon@aol.com

September 30, 1995

NY MAGIC X

Park Central Hotel, 7th Avenue & 56th Street, New York, NY

\$12 in advance/\$15 at door

Over 20 tournaments. Grand prize \$1,000 cash or "The Big Ten." Dealer's room.

Contact: Glen Friedman at NY Magic, 291 7th Avenue, 9th floor, New York, NY 10001-6009 (212) 633-1288

October 6-8, 1995

HEXACON 95

Holiday Inn Market Square
High Point, North Carolina.

\$15 by September 15; \$20 at the door

Guests of honor: Tim Olsen, designer; Tony

DiTerlizzi, artist

A Rated Ace Star Fleet Battles Tournament.

Charity & Slave Auction, Magic: The Gathering Tournament with cash prizes, etc.

Contact: HEXACON(c/o SF 3), Box 4 EUC UNCG, Greensboro, North Carolina 27412 (910) 334-3159

October 13-15, 1995

BAY GAMES '95: BAY GAMES

MARYLAND'S ADVENTURE GAMING SHOW

Best Western-Maryland Inn, Laurel, MD

\$17 for 2 days, \$25 at the door, \$12 per day

Tournaments for: RPGA Network, AD&D, GURPS "The Hole," Historical & Fantasy Miniatures, Diplomasy, Titan, History of the World, BattleTech, Magic: The

Gathering Mox Tournament, Star Trek CCG, Illuminati: NWO, etc. Special "Live-action RPGA." Guests of honor:

Bryon Wackwitz, M:TC artist; John Staton, artist,

Marvel CCG.

Contact: P.O. Box 883, College Park, MD 20741-0883.

Email avatar@wam.umd.edu

October 13-15, 1995

NECROMICON 95

Westshore Airport Hotel

4500 Cypress Avenue, Tampa, FL

\$25 at door; \$18 before Sept. 15; \$10 one-day adm.

Guests of honor: Ben Bova and Terry Pratchett. Art

show, dealer's room, gaming, trivia contests.

Contact: Necromicon 95, P.O. Box 2076, Riverview, FL

33569 (813) 677-6347 or email Compuserve

74273,1607

October 15, 1995

COMIC BOOK AND COLLECTIBLE SHOW

Sheraton Inn Jetport, Allentown, PA

Admission free; M:TC tournament \$4

Comic books, non-sports, CCGs, M:TC Type 1 tournament, door prizes.

Contact: Doug (610) 434-2150

October 19-22, 1995

SPIEL '95

International Games Fair, Essen, Germany

Contact: Friedhelm Merz Verlag, Postfach 210250,

D-53157 Bonn, T:0228/42273 u. 342712, 9228/856312 fax

October 20 - 22, 1995

ADVENTURE GAMEFEST '95

Oregon Convention Center, 777 Martin Luther King Blvd., Portland, Oregon

Pre-registration: \$18/3 days, \$15/2 days, \$10/1 day

Roleplaying, miniatures, board games, auction and miniature painting day.

Contact: Adventure Games Northwest, LLC, 6517 NE

Alberta, Portland, OR 97218 (503) 282-6846 or

(360) 887-4479 email DCBS85D@prodigy.com

October 27-28, 1995

LEX I CON XIV

Student Center, University of Kentucky, Lexington, KY

Roleplaying, board games, miniatures, Japanimation,

Combat demonstrations, strategic card games, Magic tournament and special guests.

Contact: Miskatonic Student Union, 1328 Nancy Hanks Rd. \$5, Lexington, KY 40504

October 28-29, 1995

NATIONAL MODEL & HOBBY SHOW

Rosemont Convention Center, Rosemont, IL

Contact: 560 Bonner Road, Waucondo, IL 60084

(708) 526-1222 phone, (708) 526-9987 fax

November 3-5, 1995

CONSANGUINITY II

Corporatum Hyatt, Lisle, IL

\$35 admission

Guests of honor: David Gerrold, P.N. Elrod, Bob

Eggleton. Science fiction, horror, fan-produced film festival, retro fashion show & dance party.

Contact: ConSanguinity II Registration, P.O. Box 18355, Chicago, IL 60618 (708) 961-0056, email

mirth@mcs.com, Web page

http://www.mcs.com/~mirth/html/consanguinity.html

November 3-5, 1995

RUDICON 11

Rochester Institute of Technology, Rochester, NY

Special guests: Mike Symanski, Dave Frank, TSR mystery guest.

Contact: Student Government, RIT, 1 Lomb Memorial Dr., Rochester, NY 14623, email rudicon@rit.edu

November 4-5, 1995

ROCK-CON XXIII GAME FAIR

Rockford Lutheran High School

3411 N. Alpine Road, Rockford, IL

\$5 for 2-day admission, no game fees

Sat. 10 am-midnight, Sun. 10 am-5 pm

Historical, fantasy, board gaming. Auction, tournaments, Megaintergalactic Empire Builder Championship tournament.

Contact: 14225 Hansberry Road, Rockton, IL 61072

November 10-12, 1995

SCI-CON 17

Sheraton Oceanfront Inn, Virginia Beach, VA

Reservations (804) 425-9000

Members \$20 thru Sept 1, 1995 and \$25 at door

Dealer's tables--(includes one membership) \$75 through Sept. 30 and \$100 at door--still available.

Special guests: Mark Poole and Larry Bond

Panels, readings, video presentations, costume contest,

art show, hospitality suite and gaming workshops.

Contact: Sci-Con 17, P.O. Box 9434, Hampton, VA 23670 or call John (804) 599-6309 or Mark

(804) 865-1407

January 5-7, 1996

SUNQUEST '96

Sheraton Plaza Hotel at The Florida Mall

Orlando, Florida

BattleTech, Star Fleet Battles, War Hammer 40K and

Puffing Billy, RPGA tournaments. Also, 2-round AD&D non-elimination event and much more. Call (800) 231-

7883 or (407) 859-1500 for \$62 sp. rate

Contact: SunQuest March Update, P. O. Box 677069,

Orlando, FL 32867-7069. CompuServe (72337.234),

Genie (T.REED10), America Online (Rfarns), and

Internet (Rfarns@aol.com) or

(72337.234 @compuserve.com)

January 12-14, 1996

A GATHERING OF GAMERS 9

Tucson Convention Center

260 South Church, Tucson, AZ

3-day admission \$10 before Dec. 15, \$14 at door

Three days of 24-hour gaming. Miniature painting contest, roleplaying games, card and board games, auction.

Contact: AGOG c/o Gamers Haven, 2241 East

Broadway, Tucson, AZ 85719 (520) 624-7423

January 20-21, 1996

PANDEMONIUM XIII (GAMES & MINIATURES)

Ryerson Polytechnical University/Ryerson Hub Cafeteria

Toronto, Ontario, Canada

\$20.00 until Jan. 5. \$25.00 at the door

Contact: Peter Fund 34-118 Roncesvalles Avenue,

Toronto, Ontario M6R 2K8, Canada (416) 535-8265

March 29 -31, 1996

EGYPTIAN CAMPAIGN 1996

Campus of S.I.U.C. - Student Center's Ball Room on

2nd Floor, Carbondale, Illinois

\$10 pre-registration, \$12/3 days. Single day and visitor

passes will be available. No event fees.

Board, roleplaying, miniature and card games.

Contact: Joel T. Nader at (618) 529-4630 or Don Capan

at (618) 549-2392 Strategic Games Society, 3rd Floor

Student Center, Carbondale, IL

(Email ECGamCon96@AOL.com)

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Enter to win one of over 1,000 prizes in the coolest contest ever! Prizes include an original work of art, a customized deck of **Magic: The Gathering-Ice Age™** cards signed

by the artists, limited edition lithographs, and much more! Look for details and entry forms where you buy Wizards of the Coast Deckmaster™ trading card games.

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MAGIC
The Gathering

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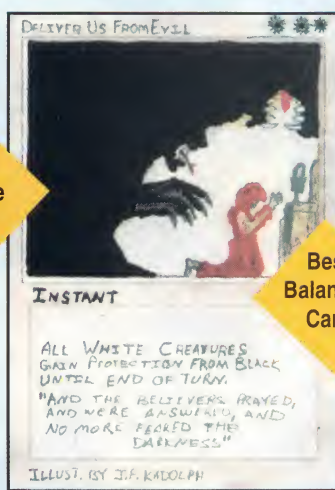
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Dream Cards



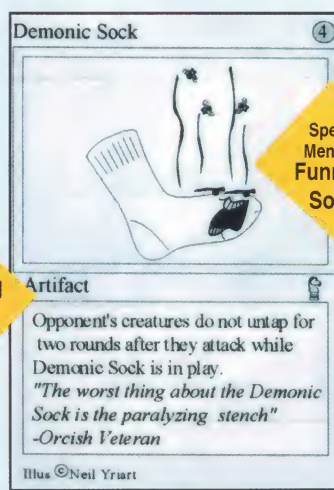
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C. Engler



G. Becker, Jr.



J. Carver



M. Iman



J. Boyd



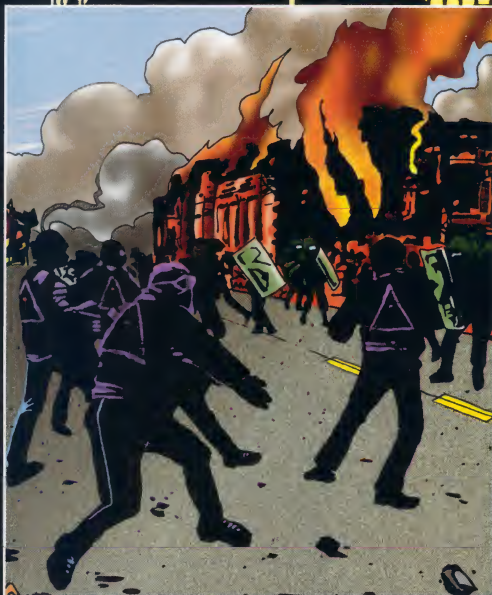
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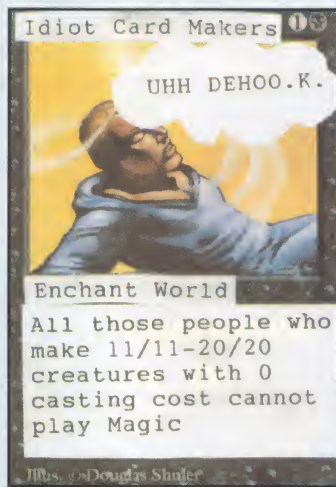
M. Young



B. Taylor



C & B Thompson



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J. Huanc



M. Paddock



T. Vu



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J. LaCoste



OVERPOWER DREAM CARD CONTEST!

Send in your best superhero OVERPOWER card design. The best card makers will win an uncut sheet of Limited Edition OVERPOWER cards courtesy of Fleer Corporation & Marvel Entertainment.

Send your best card to: OVERPOWER DREAM CARDS Contest, P.O. Box 1627, Troy, NY 12181-1627 by October 15, 1995.

Watch for the winners in SCRYE issue #11. (You can cut up cards or make your own from scratch!)

This issue, J. Springsteen & J. Kadolph won a whole box of Magic: ICE AGE™ card set! (Winners will be notified by mail.)

DREAM CARDS MAKERS NOTES:

Please don't use copyrighted images from other games or publications in your dream cards. We received all kinds of great Dream Cards we couldn't print... from *The Little Mermaid* to *Beavis & Butthead* (and the great *Ren & Stimpy*). Also keep in mind, SCRYE has a wide audience...X-Rated Dream Cards certainly make us smile, but they won't put you in the winner's circle. For example if you cut up Magic Cards, design your dream card out of only Magic™ images - Don't paste art from other card sets or from other places onto Magic™ cards. If you use glue to paste bits of cards together, you may want to check that the glue holds fast before you send the card in. The alternative is to tape down the parts you stick on...envelopes of tiny little pieces are sometimes too puzzling for us to put back together! All Dream Cards sent in the mail to us become the property of SCRYE, Inc. Our staff will, however, make a concerted effort to return a card you can't part with, if you send a SASE with your card submission.

I. Nolte



THE ULTIMATE MARVEL FANTASY CARD GAME!

The image is a promotional collage for the Marvel OverPower Card Game. It features several cards and action icons arranged around a central title. The cards include:

- Clobberin' Time Thing**: A card with a large, orange, scaly monster head. It has a yellow border with the text "Clobberin' Time" and "THING".
- Wolverine**: A card featuring Wolverine in his blue and yellow suit, lunging forward. It has a red border with the text "WOLVERINE", "ENERGY", "FIGHTING", and "STRENGTH".
- Spider-Man**: A card featuring Spider-Man in his red and blue suit, crouching. It has a yellow border with the text "SPIDER-MAN" and "WEB SPRAY".
- Cable**: A card featuring Cable in his purple and yellow suit, holding a large gun. It has a brown border with the text "CABLE", "ENERGY", "FIGHTING", and "STRENGTH".
- Uncle Ben**: A card featuring Uncle Ben in a brown coat, holding a sword. It has a yellow border with the text "UNCLE BEN", "ENERGY", and "FIGHTING".

Action icons in speech bubbles include:

- HIT** and **CUT**: Two white oval icons with black text.
- DIS CARD**: A white oval icon with black text.
- STICK**: A white oval icon with black text.
- DRAW!**: A white oval icon with black text.

The central title is **OVERPOWER CARD GAME** in large, stylized yellow and orange letters with a red diamond shape in the center of the "O" in "OVER".

This summer, Marvel's greatest heroes and villains come to life in the Marvel OverPower Card Game! This collectable card game from Fleer features stunning new artwork by the greatest artists in the industry. Get ready...It's Clobberin' Time!

from **fleer**
entertainment group, inc.

Deck to Deck Deck to Deck

Key to restriction marks:

1R: Restricted in Type I

1B: Banned in Type I

2R: Restricted in Type II

2B: Banned in Type II

Hey Scrye People,

Just wanted to share my deckbuilding wisdom with everyone. Here's a really good one-on-one deck—5th-round kill almost every time.

SMOKEY THE BEAR:

(Type I Legal)

LAND:

8 Forest

4 Mishra's Factory

9 Mountain

1R 2B 1 Pendelhaven

ARTIFACTS:

1 Jayemdae Tome

1R 2B 1 Sol Ring

1 War Chariot

RED:

1R 2B 1 Fork

4 Disintegrate

3 Fireball

4 Lightning Bolt

4 Blood Lust

2B 4 Kird Ape

1R 1 Marton Stromgald

GREEN:

4 Scryb Sprites

4 Llanowar Elves

3 Argothian Pixies

3 Birds of Paradise

4 Giant Growth

1R 2B 1 Regrowth

1 Tranquility

Here's one that tears in multiplayer games. But don't get annoyed too quickly or you'll become a target.

INFINITE RECURSION:

(Type I Legal)

LAND:

2 Ice Floe

1 Island

1R 2B 1 Karakas

1R 2B 1 Maze of Ith

1R 2B 1 Mishra's Workshop

2 Mountain

2B 4 Plateau

2B 2 Scrubland

2 Swamp

2B 1 Tundra

2B 2 Volcanic Island

ARTIFACTS:

1R 2R 1 Feldon's Cane

1 Fellwar Stone

2 Icy Manipulator

1R 2R 1 Ivory Tower

1 Jester's Mask

1 Meekstone

4 Millstone

2 Nevinyrrals Disk

1 Relic Barrier

1R 2B 1 Sol Ring

1R 2B 1 Tawnoss Coffin

4 Tormod's Crypt

BLACK:

1R 2B 1 Demonic Tutor

1R 2R 1 Mind Twist

1R 2B 1 Underworld Dreams

BLUE:

1 Boomerang

1R 2B 1 Braingeyser

1R 2B 1 Copy Artifact

1 Portent

1 Soul Barrier

1 Time Elemental

1R 2B 1 Timetwister

1 Twiddle

RED:

1 Disintegrate

1 Fireball

1R 2B 1 Fork

1R 2B 1 Wheel of Fortune

1 Winds of Change

WHITE:

4 Wrath of God

1R 2R 1 Balance

1 Armageddon

Auggie the Sorcerer

Maryland

Dear Scrye:

I've been collecting for seven months and here is what my deck is like. The

deck wins about 90% of the time.

(Type I Legal)

LAND:

2B 4 Badlands

2B 4 Bayous

2 Ebon Stronghold

5 Mountains

2B 1 Safe Haven

5 Swamps

ARTIFACTS:

1 Dingus Egg

1 Nevinyrrals Disk

1R 2B 1 Sol Ring

BLACK:

1 Carrion Ants

4 Dark Ritual

2B 1 Demonic Hordes

1R 2B 1 Demonic Tutor

4 Hypnotic Specter

1R 2R 1 Mind Twist

2B 2 Oubliette

3 Royal Assassin

2 Sorceress Queen

2B 1 Worm of the Earth

RED:

4 Disintegrate

4 Fireball

2B 4 Granite Gargoyle

4 Orcish Oriflamme

2B 4 Sedge Troll

N. Komosa

Tucson, AZ

Dear Scrye:

I have read a lot of deck ideas and yet have not seen one good deck. To have an effective deck, you must have a strategy. This deck's strategy is that it contains all those nasty Artifacts that tap or destroy your opponent's Lands and contains creatures like Birds of Paradise. You might want to add some Instill Energies to enchant your Birds of Paradise. Also, add some small creatures with low casting costs to bring your opponent to a

slow but effective death.

Here are the cards:

(Not Tournery Legal)

LAND:

15 Forest

7 Mountain

1 Urza's Mine

1 Urza's Power Plant

1 Urza's Tower

ARTIFACTS:

4 Ankh of Mishra

4 Meekstone

1R 2B 1 Sol Ring

4 Winter Orb

GREEN:

4 Birds of Paradise

4 Scryb Sprites

4 Llanowar Elves

RED:

2 Manabarbs

2B 4 Sisters of the Flame

R. Schob

Ellicott City, MD

Here is a cool Land destruction deck:

(Type I Legal)

LAND:

2B 4 Badland

2B 4 Bayou

3 Forest

3 Mountain

4 Strip Mine

3 Swamp

2B 4 Taiga

ARTIFACTS:

4 Black Vise

1R 1 Feldon's Cane

BLACK:

2B 4 Abyss

2B 4 Blight

2B 4 Sinkhole

1R 2B 1 Underworld Dreams

GREEN:

2B 4 Ice Storm

4 Storm Seeker

RED:

1R 2B 1 Fork

2B 4 Chain Lightning

4 Lightning Bolt

2 Shatter

4 Stone Rain

1R 2B 1 Wheel of Fortune

R. Sisk

Lexington, KY

If you're planning to send us a deck idea, here are a few guidelines to follow:

1. Make sure the deck is legal. This means at least 40 cards for Magic, exactly 60 cards for Star Trek, following the restrictions in the rulebook for Bloodwars, etc. I'd love to see more non-Magic decks.

2. For Magic decks, we also prefer to publish Duelist Convocation tournament legal decks. Let us know if it's Type I or Type II legal.

3. Send along a brief description of how the deck works. What are its strengths and weaknesses? What fun combos are sitting in the deck? Give us some strategy tips for using it.

Have a favorite deck?

Why not share it with us and other readers?

*Send your it to
Deck to Deck*

SCRYE, INC.

P.O. Box 1627

Troy, NY 12181-1627

Attention: DTD

or email it to
rulesd@tesser.com.

Unlock the secrets of the Kindred...

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Arcane Knowledge
and Artful Strategies for players of

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VAMPIRE: THE ETERNAL STRUGGLE IS BASED ON WHITE WOLF'S VAMPIRE: THE MASQUERADE.

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HOW TO USE THE SCRYE PRICE GUIDE

SCRYE is one of the most accurate and current sources of game card prices. This price guide was designed to address the needs of the novice and avid collector. The prices in the guide have been obtained from regional retail outlets across the country, to give you the most accurate picture of the current market trends, and to supply you with a frame in which your collection can be judged.

ONLY A GUIDE...

SCRYE listings are to be used only as a guide. Prices contained in the card lists do not represent an offer by the staff, regional advisor or support retailer, to buy or sell.

THE NUMBERS

The SCRYE price system is based on quartiles. We give you three figures, not to confuse you but to allow you to see the cards that have wide regional ranges and the cards that are firmly set in a certain range.

QUARTILES

Between 1 and 100 there are 3 quartiles: 25%, 50%, and 75%. The prices in SCRYE show the Upper Quartile (75%) and the Lower Quartile (25%). The SCRYE prices therefore represent the 50% range of prices (from 25% to 75%). 25% of the prices were higher than the High Price and 25% were lower than the Low price. The Median is the true Median of all data collected.

The first column, labeled UPPER, is the upper quartile of the prices that we received. The second column, MEDIAN, is the median price of the card and the third column, LOWER, is the lower quartile of all the prices that we received. The Median is similar to the average but is a better representation of the value because it is less affected by large variations in prices than a simple average would be.

THE PRICES

The Upper and Lower Quartiles give a good indication of the validity of the Median price. A large difference between the quartiles and the Median indicates that there is a considerable variation in

prices that we received. If the Median figure differs greatly from the Upper and Lower Quartile values, then the range of prices nationally was great. If the High and Low Quartiles are very close in price to the median, then the range is very small.

The Arrows denote a change in the Median price from the previous issue.

WHY AREN'T THERE PRICES FOR EVERY SET?

SCRYE uses real data from real stores. If there aren't prices for certain cards in the guides, then we didn't receive sufficient data to list them. What's sufficient? Enough stores selling cards to give us a solid Median price. Only the sets that are being widely sold have any real market value. We don't make up the prices in SCRYE...

CODES FOR MAGIC: THE GATHERING

COLOR

A: Artifact
B: Black
Be: Beige/Colorless
G: Green
Gld: Gold
R: Red
U: Blue
W: White

RARITY

Note: Some sets are only made up of Uncommon and Common cards, in the SCRYE guide, type U1 uncommons are called R and Type C1 Commons are noted as U.

C: Common
U: Uncommon
R: Rare

TYPE

Art: Artifact
ACR: Artifact Creature
C: Continuous
DL: Dual Land
E: Enchantment
EArt: Enchant Artifact
ECr: Enchant Creature
EL: Enchant Land
Ins: Instant
Int: Interrupt
L: Land
Leg: Legends
LL: Legendary Land
M: Mono (Magic)
P: Poly
Sor: Sorcery
Sum: Summon

EXPANSION SYMBOLS

(Found on the right-hand side of black bordered cards underneath the illustration)

ARABIAN NIGHTS: Scimitar
ANTIQUITIES: Anvil
LEGENDS: Greek Column Top
THE DARK: Crescent Moon
FALLEN EMPIRES: Crown
ICE AGE: Snowflake

The Gathering cards have no symbols. Symbols for expansions are removed when the cards are included in white bordered sets.

CODES FOR JYHAD

RARITY

C: COMMON
U: UNCOMMON
R: RARE
POA: POLITICAL ACTION
V: VAMPIRE
TYPE

AC: ACTION
ACM: ACTION MODIFIER
AL: ALLY
BR: BRUJAH
CA: CAITIFF
CO: COMBAT
EQ: EQUIPMENT
GA: GANGREL
JU: JUSTICAR
LOC: LOCATION
MA: MALKAVIAN
MA: MASTER
MLE: MELEE
NO: NOSFERATU
OOT: OUT-OF-TURN
PM: PIMOGEN
PN: PRINCE
PO: POLITICAL
POA: POLITICAL ACTION
RE: RETAINER
REA: REACTION
SK: SKILL
TO: TOREADOR
TR: TREMERE
UQ: UNIQUE
VCL: VEHICLE
VE: VENTRUE
WPN: WEAPON
DESCRIPTION

NOTE: THIS INCLUDES THE SKILLS NEEDED TO USE CERTAIN CARDS, AS WELL AS SKILLS KNOWN BY VARIOUS VAMPIRES. CAPITALIZATION OF ANY OF THE FOLLOWING SKILLS REPRESENTS THE SUPERIOR USE OF THAT ABILITY.

AN: ANIMALISM
AU: AUSPEX
CE: CELERITY
DO: DOMINATE
FO: FORTITUDE
OB: OBFUSCATE
PO: POTENCE
PR: PRESENCE
PT: PROTEAN
TH: THAUMATURGY
Note: Capitalization of any of the above disciplines represents the superior use of that ability.

CODES FOR STAR TREK: THE NEXT GENERATION

Art: Artifact
Dil: Dilemma
Equ: Equipment
Ev: Event
Int: Interrupt
M-Fed: Mission - Federation
M-K/F: Mission - Klg/Fed
M-Klg: Mission - Klingon
M-R/F: Mission - Rom/Fed
M-R/K: Mission - Rom/Klg
M-R/K/F: Mission - Rom/Klg/Fed
M-Rom: Mission - Romulan
Out: Outpost
P-Fed: Personnel - Federation
P-Klg: Personnel - Klingon
P-NA: Personnel - Non-Aligned
P-Rom: Personnel - Romulan
S-Fed: Ship - Federation
S-Klg: Ship - Klingon
S-NA: Ship - Non-Aligned
S-Rom: Ship - Romulan

GRADING GUIDE

This simplified grading guide gives basic categories for the condition of game cards and applies to all of the Collectible Trading Card Games. SCRYE card prices are based on Near Mint or Mint condition cards.

Note: most tournament rules only allow playdecks to have cards all in the same condition, so that an obviously played card cannot be easily identified from the rest of the playdeck.

MINT

This is a card that is perfect in every way.

Near Mint

This (probably) unplayed card shows almost no wear and may have a few minor scratches or slight marks on the card's edges. In general, collectors seek only Mint and Near Mint cards.

FINE

This card has obviously been played, but not heavily. It lacks marks

that would make it easily identifiable. It definitely has some minor scratches and/or less-than-perfect edges. It will show less than 1/16" depth of white along one or two edges of one face of the card. It may have a minor crease that is only visible close-up.

GOOD

This card has a played look to it. It will have white showing on three or four edges on both faces. This card may also have more than 1/16" depth of white showing on an edge on the back face of the card. It may also be a card that looks like a Near Mint card except that it has one distinguishing wear feature, such as a slight tear, or an easily identifiable crease. It may also have permanent black marks from dirt. It is only acceptable for play if it cannot be easily distinguished from the other cards of the playdeck.

POOR

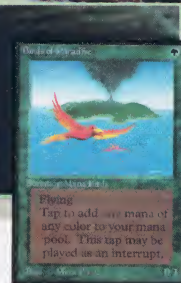
Any card in less than Good condition.

MISPRINTS & ERRORS

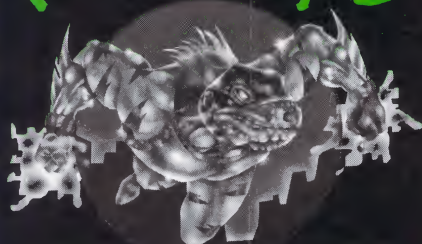
If a card is mangled by the factory by being irregularly cut or crunched by the flow wrap machine, it often has no value. If a card has a text/icon/art error that is later corrected, it may have a premium value.

AUTOGRAPHED CARDS

So far, an autograph has not lowered a card's value; to some people, it increases the card's value. A card autographed by the game's designer is definitely of more value. A card autographed and augmented by the game's designer is even better!



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SCRYE PRICE GUIDE

3.00	3.00	↓	3.00	Air Elemental	U	Sum	U	2.60	2.00	↓	2.00
130.00	108.00	↓	99.50	Ancestral Recall	U	Ins	R	107.50	88.75	↓	76.25
3.00	3.00	↓	2.80	Animate Artifact	U	EArt	U	3.00	2.00	↓	1.50
3.30	3.00	↓	2.00	Animate Dead	B	EDCr	U	2.50	2.00	↑	1.50
12.25	9.50	↓	8.50	Animate Wall	W	EW	R	10.00	5.00	↓	4.00
12.00	9.00	↓	9.00	Ankh of Mishra	A	C	R	8.30	6.00	↓	5.40
15.50	15.00		14.75	Armageddon	W	Sor	R	10.50	10.00		8.80
15.00	14.00		12.25	Aspect of Wolf	G	ECr	R	13.50	10.00		8.50
15.00	15.00		15.00	Bad Moon	B	E	R	12.75	11.50	↑	9.80
37.50	30.00		20.00	Badlands	B/R	DL	R	28.75	21.25	↓	20.00
15.50	14.50		14.00	Balance	W	Sor	R	12.50	10.00		9.00
12.75	5.50	↑	4.90	Basalt Monolith	A	M	U	7.00	4.00	↓	3.50
40.00	33.75	↓	30.00	Bayou	B/G	DL	R	28.75	21.25	↓	20.00
2.00	1.50		1.00	Benalish Hero	W	Sum	C	1.00	0.90	↓	0.50
40.00	35.00	↑	30.00	Berserk	G	Ins	U	30.00	30.00		25.75
26.25	21.25	↓	17.00	Birds of Paradise	G	Sum	R	16.50	15.00	↑	12.75
6.00	4.00	↓	4.00	Black Knight	B	Sum	U	3.50	3.00	↓	3.00
381.25	325.00	↑	250.00	Black Lotus	A	M	R	300.00	275.00	↑	225.00
6.00	4.80	↓	3.80	Black Vise	A	C	U	4.30	3.50	↓	2.90
3.30	3.00	↓	2.00	Black Ward	W	ECr	U	2.80	1.80	↑	1.50
74.00	70.00	↓	62.50	Blaze of Glory	W	Ins	R	53.75	50.00		46.00
18.00	15.00	↓	13.75	Blessing	W	ECr	R	11.00	10.00	↓	8.30
1.50	1.00	↓	1.00	Blue Elemental Blast	U	Int	C	1.00	0.80		0.50
3.00	2.00	↓	1.90	Blue Ward	W	ECr	U	3.00	2.00	↓	1.50
4.80	3.00	↓	3.00	Bog Wraith	B	Sum	U	3.00	2.50	↓	2.00
26.25	23.75	↓	18.75	Braingeyser	U	Sor	R	20.25	16.50	↓	10.75
3.50	3.00	↓	2.00	Burrowing	R	ECr	U	3.00	2.50	↑	1.50
25.00	17.00	↓	12.50	Camouflage	G	Ins	U	17.25	12.00	↓	8.30
3.50	3.00	↓	2.30	Castle	W	E	U	3.00	2.00	↓	1.80
4.80	4.00	↓	3.00	Celestial Prism	A	M	U	3.50	3.00		2.00
6.00	6.00		5.00	Channel	G	Sor	U	4.00	3.00	↓	2.50
130.00	112.50		100.00	Chaos Orb	A	M	R	100.00	80.00	↑	74.75
13.00	10.00	↓	8.90	Chaoslace	R	Int	R	10.00	6.30	↓	4.60
				Circle of Prot:Black	W	E	C	1.00	0.90	↓	0.50
1.50	1.00	↓	1.00	Circle of Prot:Blue	W	E	C	1.00	0.90	↓	0.50

ALPHA				BETA			
Upper	Median	Lower	Card Name	Color	Type	Rarity	Upper

1.50	1.00	↓	1.00	Circle of Prot:Green	W	E	C	1.00	0.90	↓	0.50
1.50	1.50		1.00	Circle of Prot:Red	W	E	C	1.00	0.90	↓	0.50
1.50	1.00	↓	1.00	Circle of Prot:White	W	E	C	1.00	0.90	↓	0.50
13.50	12.00	↓	11.50	Clockwork Beast	A	Cr	R	10.25	6.80	↓	5.90
13.50	10.00		8.30	Clone	U	Sum	U	8.50	6.00	↑	6.00
16.50	15.00		15.00	Cockatrice	G	Sum	R	12.00	10.00	↓	9.00
24.25	18.25	↑	15.25	Consecrate Land	W	EL	U	16.00	12.00	↓	11.00
3.50	3.00	↓	2.00	Conservator	A	M	U	2.80	1.80	↓	1.30
15.00	15.00		15.00	Contract fr Below	B	Sor	R	12.00	7.80	↓	4.80
4.80	4.00	↓	3.00	Control Magic	U	ECr	U	3.50	3.00	↑	1.90
4.00	4.00		3.00	Conversion	W	E	U	3.00	2.00	↓	1.80
17.25	13.00	↓	8.00	Copper Tablet	A	C	U	15.00	9.00	↓	7.00
30.00	25.00	↓	15.00	Copy Artifact	U	E	R	20.25	13.50	↓	10.75
7.00	6.50	↑	6.00	Counterspell	U	Int	U	5.80	4.80	↓	4.10
2.30	1.80	↓	1.00	Craw Wurm	G	Sum	C	1.80	1.00	↓	0.50
1.60	1.00	↓	0.90	Creature Bond	U	ECr	C	1.00	0.80		0.50
16.25	15.00	↓	14.75	Crusade	W	E	R	12.25	12.00		11.50
4.00	3.00	↓	2.50	Crystal Rod	A	P	U	2.80	1.50	↑	1.00
4.00	3.00	↓	3.00	Cursed Land	B	EL	U	2.80	1.80	↑	1.50
130.00	108.75	↓	87.50	Cyclopean Tomb	A	M	R	75.00	70.00	↓	52.50
2.00	1.50	↓	0.80	Dark Ritual	B	Int	C	1.00	0.80		0.50
15.00	13.00	↓	12.00	Darkpact	B	Sor	R	11.00	9.00	↓	8.00
2.00	1.80	↓	0.90	Death Ward	W	Ins	C	1.00	0.90	↓	0.50
5.00	4.80	↓	3.80	Deathgrip	B	E	U	3.00	3.00		2.50
12.50	11.00		9.40	Deathlace	B	Int	R	8.00	5.50	↓	4.60
15.00	15.00		12.25	Demonic Attorney	B	Sor	R	12.00	9.00	↓	7.00
40.00	32.00	↓	30.00	Demonic Hordes	B	Sum	R	29.00	25.00	↓	20.50
15.00	8.00		7.00	Demonic Tutor	B	Sor	U	9.00	6.00		5.00
14.00	12.00	↓	11.75	Dingus Egg	A	C	R	8.50	8.00	↑	5.30
2.00	2.00		1.40	Disenchant	W	Ins	C	1.30	0.80	↓	0.60
1.60	1.00	↓	1.00	Disintegrate	R	Sor	C	1.00	0.80		0.60
13.50	12.00		10.50	Disrupting Scepter	A	M	R	9.50	7.50	↓	6.00
7.00	6.00		6.00	Dragon Whelp	R	Sum	U	4.30	4.00		3.80
2.00	1.50	↓	0.80	Drain Life	B	Sor	C	1.00	0.90	↓	0.50
13.50	12.00	↓	11.25	Drain Power	U	Sor	R	11.00	9.00	↓	7.00
1.90	1.30	↓	0.60	Drudge Skeletons	B	Sum	C	1.00	0.90	↓	0.50
22.00	14.00	↑	12.00	Dwarven Demo Tm	R	Sum	U	14.50	11.00		8.80
2.00	1.30	↓	0.90	Dwarven Warriors	R	Sum	C	1.00	0.80		0.50
4.00	3.00	↓	2.80	Earth Elemental	R	Sum	U	3.00	2.00	↓	1.80
2.60	2.30		1.40	Earthbind	R	ECr	C	1.50	1.50		1.00
15.00	13.00		11.75	Earthquake	R	Sor	R	9.00	6.50	↓	6.00
22.50	18.75	↓	16.00	Elvish Archers	G	Sum	R	10.50	9.00		7.80
3.50	3.00	↓	2.50	Evil Presence	B	EL	U	3.00	3.00		1.90
12.00	10.00	↑	4.00	False Orders	R	Ins	C	9.50	4.00	↓	3.00

MAGIC: THE GATHERING ALPHA/BETA

15.00	15.00		15.00	Farmstead	W	E	R	10.00	8.00	↓	8.00
15.00	15.00		15.00	Fastbond	G	E	R	10.50	9.00	↓	7.40
1.80	1.50	↓	1.00	Fear	B	EE	C	1.00	0.90	↓	0.70
3.50	3.00	↓	2.00	Feedback	U	EE	U	2.80	1.80	↑	1.50
4.60	3.80	↓	2.90	Fire Elemental	R	Sum	U	3.50	3.00	↑	1.80
2.00	1.50	↓	1.00	Fireball	R	Sor	C	1.00	0.80	↓	0.60
1.50	1.30	↓	0.90	Firebreathing	R	ECr	C	1.00	0.90	↓	0.50
3.30	3.00	↓	3.00	Flashfires	R	Sor	U	3.30	3.00		2.80
1.50	1.00	↓	0.90	Flight	U	ECr	C	1.00	0.90	↓	0.50
1.60	1.30	↓	0.90	Fog	G	Ins	C	1.00	0.90	↓	0.50
60.00	60.00		30.00	Force of Nature	G	Sum	R	22.00	17.50		14.75
150.00	135.00		122.50	Forcefield	A	P	R	117.50	105.00		82.50
				Forest Eyes	G	L	C	0.80	0.50		0.20
1.00	0.60	↑	0.40	Forest Path	G	L	C	0.50	0.40	↓	0.20
1.00	0.60	↑	0.40	Forest Rocks	G	L	C	0.50	0.40	↓	0.20
43.75	37.50	↑	31.00	Fork	R	Int	R	30.00	30.00		30.00
1.80	1.50		0.80	Frozen Shade	B	Sum	C	1.00	0.90	↓	0.50
19.50	18.00	↓	16.50	Fungusaur	G	Sum	R	11.00	9.00	↓	8.00
27.00	23.50	↓	22.25	Gaea's Liege	G	Sum	R	17.00	15.00		12.00
140.00	117.50	↑	98.75	Gauntlet of Might	A	C	R	125.00	100.00	↓	100.00
1.50	1.00	↓	1.00	Giant Growth	G	Ins	C	1.00	0.90	↓	0.50
2.00	1.50	↓	0.90	Giant Spider	G	Sum	C	1.00	0.90	↓	0.50
4.80	3.00	↓	2.80	Glasses of Urza	A	M	U	2.80	1.80	↓	1.50
4.80	3.00	↓	2.80	Gloom	B	E	U	2.50	2.00	↑	1.80
4.00	3.00	↓	3.00	Goblin Balln Brgde	R	Sum	U	3.00	2.50	↓	1.80
23.00	19.75	↓	19.00	Goblin King	R	Sum	R	17.75	12.75	↓	8.00
30.50	23.00	↓	22.00	Granite Gargoyle	R	Sum	R	20.25	15.00	↓	11.75
2.00	1.30	↓	0.90	Gray Ogre	R	Sum	C	1.00	0.90	↓	0.50
3.50	3.00	↓	2.00	Green Ward	W	E	U	2.80	1.80	↑	1.50

ALPHA				BETA			
Upper	Median	Lower	Card Name	Color	Type	Rarity	Upper

2.00	1.80	↓	0.90	Grizzly Bears	G	Sum	C	1.00	0.80		0.50
4.00	1.50	↓	1.50	Guardian Angel	W	Ins	C	1.60	1.00		0.70
1.10	1.00	↓	0.70	Healing Salve	W	Ins	C	1.00	0.90	↓	0.50
14.50	13.00	↓	11.75	Helm of Chatzuk	A	M	R	10.25	9.50	↓	6.80
2.00	1.30	↓	0.90	Hill Giant	R	Sum	C	1.00	0.80	↓	0.50
1.60	1.30	↓	0.90	Holy Armor	W	ECr	C	1.00	0.80	↓	0.50
1.60	1.30	↓	0.90	Holy Strength	W	ECr	C	1.00	0.90	↓	0.50
1.50	1.00	↓	0.80	Howl from Beyond	B	Ins	C	0.90	0.50		0.30
16.00	15.00		13.75	Howling Mine	A	C	R	14.00	10.75	↓	8.00
1.60	1.50		0.90	Hurlloon Minotaur	R	Sum	C	1.00	0.90	↓	0.50
4.00	3.00	↓	3.00	Hurricane	G	Sor	U	2.50	2.00	↓	1.80
4.80	4.00	↓	4.00	Hypnotic Specter	B	Sum	U	4.00	3.50	↓	3.00
28.75	25.00		23.25	Ice Storm	G	Sor	U	20.00	19.50	↑	15.75
86.25	65.00	↓	50.00	Icy Manipulator	A	M	U	69.25	47.50	↓	28.75
75.00	72.50	↓	62.75	Illusionary Mask	A	P	R	60.00	52.50		43.25
5.50	4.50	↓	3.00	Instill Energy	G	ECr	U	3.00	3.00		3.00
14.25	9.50	↓	6.00	Invisibility	U	ECr	C	9.00	6.00	↓	4.00
3.50	3.00	↓	2.00	Iron Star	A	P	U	2.50	1.50		1.50
5.00	3.80	↓	2.30	Ironclaw Orcs	R	Sum	C	2.00	1.50	↓	1.00
1.80	1.50		0.80	Ironroot Treefolk	G	Sum	C	1.00	0.80	↓	0.50
1.00	0.90	↑	0.60	Island Blue	U	L	C	1.00	0.30		0.20
1.00	0.80		0.50	Island Golden	U	L	C	0.50	0.30	↓	0.20
				Island Red	U	L	C	0.50	0.30	↓	0.20
27.25	22.00	↓	14.00	Island Sanctuary	W	E	R	9.30	7.00	↑	2.50
3.50	3.00	↓	2.00	Ivory Cup	A	P	U	2.50	1.00		0.90
17.50	11.50	↓	9.80	Jade Monolith	A	P	R	9.00	8.00	↑	6.00
20.00	18.00		16.00	Jade Statue	A	M	U	15.00	15.00		14.00
14.50	13.00		12.25	Jayemdae Tome	A	M	R	9.30	9.00		5.90
10.75	8.80	↑	6.00	Juggernaut	A	ACr	U	9.50	7.50		5.00
1.50	1.00	↓	0.80	Jump	U	Ins	C	1.00	0.80	↓	0.50
6.00	5.00	↓	3.00	Karma	W	E	U	2.50	2.00		1.80
6.00	4.00	↓	3.50	Keldon Warlord	R	Sum	U	3.50	2.00		1.70
14.00	12.00	↓	10.00	Kormus Bell	A	C	R	11.25	9.00	↓	7.10
15.50	15.00		15.00	Kudzu	G	EL	R	12.00	9.00	↓	6.00
9.00	6.30	↑	2.80	Lance	W	ECr	U	3.50	2.50		1.90
3.80	3.00	↓	2.50	Ley Druid	G	Sum	U	3.00	2.00		1.50
4.80	3.00	↓	2.00	Library of Leng	A	C	U	2.50	2.00	↑	1.50
83.75	77.50	↑	75.00	Lich	B	E	R	68.75	60.00	↓	55.75
3.30	3.00	↓	2.50	Lifeforce	G	E	U	3.00	3.00		1.90
12.00	10.00	↓	8.90	Lifeface	G	Int	R	8.00	6.00	↓	5.00
4.00	3.50	↓	3.00	Lifetap	U	E	U	2.80	2.00	↑	1.50
2.00	1.50	↓	1.00	Lightning Bolt	R	Ins	C	1.00	0.80	↓	0.70
13.50	12.00	↓	11.25	Living Artifact	G	EArt	R	9.30	6.00	↓	5.90
15.50	13.00	↓	11.75	Living Lands	G	EL	R	10.00	7.50	↓	6.80

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SCRYE PRICE GUIDE

MAGIC: THE GATHERING ALPHA/BETA

10.00	8.30	↑	4.80	Living Wall	A	ACr	U	7.60	5.50	↓	2.80
1.50	1.30	↓	0.60	Llanowar Elves	G	Sum	C	1.30	0.90	↓	0.50
18.50	17.00	↓	15.75	Lord of Atlantis	U	Sum	R	15.00	12.00	↓	11.50
30.75	25.00	↓	24.50	Lord of the Pit	B	Sum	R	25.00	15.00	↓	12.00
5.00	4.50	↓	3.00	Lure	G	ECr	U	3.50	3.00	↓	2.50
16.00	15.00	↑	14.00	Magical Hack	U	Int	R	11.00	10.50	↓	9.30
23.25	20.00	↑	18.50	Mahamoti Djinn	U	Sum	R	17.00	12.00	↓	12.00
14.00	13.00	↓	12.25	Mana Flare	R	E	R	12.50	10.50	↑	8.80
25.00	18.75	↓	14.25	Mana Short	U	Ins	R	12.00	10.00	↓	8.50
13.50	12.00	↓	10.50	Mana Vault	A	M	R	10.00	10.00	↑	8.80
12.00	10.00	↓	9.30	Manabarb	R	E	R	10.75	9.50	↓	6.80
16.00	13.50	↓	12.00	Meekstone	A	C	R	8.50	7.50	↓	6.00
1.50	1.30	↓	0.60	Merfolk o/the Prl Tr	U	Sum	C	1.00	0.80	↓	0.50
1.80	1.50	↓	0.80	Mesa Pegasus	W	Sum	C	1.00	0.80	↓	0.50
16.00	13.00	↓	12.00	Mind Twist	B	Sor	R	12.00	12.00	↓	8.30
1.50	1.00	↓	0.80	Mons's Goblin Rdrrs	R	Sum	C	1.00	0.90	↓	0.50
0.90	0.50	↓	0.40	Mountain Blue	R	L	C	0.50	0.40	↓	0.20
0.90	0.50	↑	0.40	Mountain Brown	R	L	C	0.50	0.40	↓	0.20
				Mountain Green Sky	R	L	C	0.50	0.40	↓	0.20
180.00	175.00	↑	150.00	Mox Emerald	A	M	R	152.50	142.50	↑	123.75
180.00	175.00	↑	150.00	Mox Jet	A	M	R	152.50	135.00	↑	117.50
180.00	175.00	↑	150.00	Mox Pearl	A	M	R	152.50	142.50	↑	123.75
180.00	162.50	↑	150.00	Mox Ruby	A	M	R	152.50	135.00	↑	117.50
182.50	162.50	↑	150.00	Mox Sapphire	A	M	R	155.00	142.50	↑	123.75
62.50	60.00	↓	50.00	Natural Selection	G	Ins	R	46.25	34.00	↓	30.00
13.50	11.50	↓	11.00	Nether Shadow	B	Sum	R	11.50	9.00	↓	7.40
8.80	7.50	↓	4.00	Nettling Imp	B	Sum	U	5.50	5.00	↑	2.80
16.00	12.00	↓	11.50	Netvnyrral's Disk	A	M	R	13.50	12.00	↓	8.50
35.00	30.00	↓	29.50	Nightmare	B	Sum	R	30.00	18.75	↓	17.00

ALPHA

BETA

Upper	Median	Lower	Card Name	Color	Type	Rarity	Upper	Median	Lower		
20.50	20.00	↓	18.75	Northern Paladin	W	Sum	R	16.00	12.00	↓	11.00
4.40	3.50	↓	3.00	Obsidian Golem	A	ACr	U	3.00	2.00	↓	1.50
10.00	9.50	↓	5.30	Orcish Artillery	R	Sum	U	3.00	2.00	↓	1.80
21.25	18.50	↑	12.25	Orcish Oriflamme	R	E	U	4.00	3.00	↓	3.00
1.40	1.00	↓	0.60	Paralyze	B	ECr	C	1.00	0.80	↓	0.50
1.50	1.30	↓	0.60	Pearled Unicorn	W	Sum	C	1.00	0.80	↓	0.50
20.25	18.50	↑	16.00	Personal Incarnation	W	Sum	R	14.00	10.00	↓	10.00
1.50	1.00	↓	0.80	Pestilence	B	E	C	1.00	0.80	↓	0.50
3.00	3.00	↓	3.00	Phantasmal Forces	U	Sum	U	2.60	1.50	↓	1.10
1.50	1.00	↓	0.80	Phantasmal Terrain	U	Sum	C	1.00	0.80	↓	0.50
3.50	3.00	↓	2.50	Phantom Monster	U	Sum	U	2.80	1.80	↓	1.50
13.50	12.00	↓	11.50	Pirate Ship	U	Sum	R	9.00	7.50	↓	6.00
1.50	1.30	↓	0.70	Plague Rats	B	Sum	C	1.00	1.00	↑	0.70
1.00	0.90	↓	0.50	Plains No Trees	W	L	C	0.50	0.30	↓	0.20
				Plains Pink Horizon	W	L	C	0.50	0.30	↓	0.20
1.00	0.90	↓	0.50	Plains Trees	W	L	C	0.50	0.30	↓	0.20
40.00	37.50	↓	30.00	Plateau	R/W	DL	R	27.50	20.00	↓	19.00
1.40	1.00	↓	0.60	Power Leak	U	EE	C	1.00	0.90	↓	0.50
1.40	1.00	↓	0.60	Power Sink	U	Int	C	1.00	0.80	↓	0.50
13.75	12.00	↓	11.75	Power Surge	R	E	R	10.00	8.80	↑	6.80
2.00	1.50	↓	0.90	Prodigal Sorcerer	U	Sum	C	1.80	1.00	↑	0.60
25.00	22.50	↑	18.75	Psionic Blast	U	Ins	U	20.00	17.00	↑	10.75
1.40	1.00	↓	0.60	Psychic Venom	U	EL	C	1.00	0.80	↓	0.50
13.00	10.50	↓	9.10	Purelace	W	Int	R	9.30	5.50	↓	4.10
70.00	68.75	↑	60.25	Raging River	R	E	R	55.00	45.00	↓	40.00
1.40	1.00	↓	0.60	Raise Dead	B	Sor	C	1.00	0.90	↓	0.50
1.80	1.50	↓	0.80	Red Elemental Blast	R	Ins	C	1.00	0.90	↓	0.50
3.00	3.00	↓	2.30	Red Ward	W	ECr	U	2.40	1.80	↑	1.50
1.30	1.00	↓	0.80	Regeneration	G	ECr	C	1.00	0.90	↓	0.50
9.50	5.00	↓	4.30	Regrowth	G	Sor	U	8.00	3.00	↓	0.80
8.80	6.00	↓	3.50	Resurrection	W	Sor	U	6.00	4.00	↓	2.30
17.00	15.00	↓	13.00	Reverse Damage	W	Ins	R	13.00	12.00	↑	8.50
15.50	15.00	↓	14.50	Righteousness	W	Ins	R	11.50	9.00	↓	8.00
21.75	17.00	↓	15.00	Roc of Kher Ridges	R	Sum	R	12.00	10.00	↓	8.00
33.75	30.00	↓	30.00	Rock Hydra	R	Sum	R	25.00	22.50	↓	15.00
4.80	3.00	↓	3.00	Rod of Ruin	A	M	U	3.30	2.80	↓	1.90
30.00	30.00	↓	29.50	Royal Assassin	B	Sum	R	25.00	20.00	↓	18.75
6.90	4.80	↓	2.80	Sacrifice	B	Int	U	3.80	2.80	↓	1.90
1.50	1.30	↓	0.60	Samite Healer	W	Sum	C	1.00	0.90	↓	0.50
40.00	33.75	↓	30.00	Savannah	G/W	DL	R	30.00	23.75	↓	20.00
12.75	12.00	↓	9.90	Savannah Lions	W	Sum	R	10.00	9.00	↑	6.60
1.50	1.30	↓	0.60	Scathe Zombies	B	Sum	C	1.00	0.90	↓	0.50
3.50	3.00	↓	2.50	Scavenging Ghoul	B	Sum	U	2.80	2.00	↓	1.50
40.00	33.75	↓	30.00	Scrubland	B/W	DL	R	30.00	20.00	↓	18.00
1.80	1.50	↓	0.80	Scryb Sprites	G	Sum	C	1.00	0.80	↓	0.50
1.50	1.30	↓	0.60	Sea Serpent	U	Sum	C	1.00	0.80	↓	0.50

26.25	21.00	↓	18.00	Sedge Troll	R	Sum	R	15.75	8.00	↓	7.40
9.80	7.00	↓	4.30	Sengir Vampire	B	Sum	U	4.80	4.00	↓	3.30
15.00	12.00	↑	6.80	Serra Angel	W	Sum	U	10.00	8.00	↓	7.00
1.50	1.00	↓	0.80	Shanodin Dryads	G	Sum	C	1.00	0.80	↓	0.50
1.40	1.00	↓	0.60	Shatter	R	Ins	C	1.00	0.80	↓	0.50
52.50	45.00	↓	44.00	Shivan Dragon	R	Sum	R	35.00	26.25	↓	21.50
3.00	2.00	↓	2.00	Simulacrum	B	Ins	U	2.30	1.50	↓	1.10
18.00	15.00	↓	10.00	Sinkhole	B	Sor	C	11.00	9.00	↓	7.00
3.30	3.00	↓	2.50	Siren's Call	U	Ins	U	2.40	1.80	↑	1.50
16.50	15.00	↓	14.50	Sleight of Mind	U	Int	R	11.50	9.00	↓	8.30
14.00	13.00	↓	11.75	Smoke	R	E	R	8.50	6.00	↓	5.50
11.50	9.00	↑	7.50	Sol Ring	A	M	U	10.00	6.00	↑	4.00
4.10	3.00	↓	3.00	Soul Net	A	P	U	3.00	2.50	↓	1.80
1.80	1.50	↓	0.80	Spell Blast	U	Int	C	1.00	0.90	↓	0.50
14.00	12.00	↓	10.75	Stasis	U	E	R	10.00	9.00	↓	8.00
4.90	3.80	↓	2.60	Steal Artifact	U	EArt	U	3.00	2.50	↓	1.80
3.00	3.00	↓	2.60	Stone Giant	R	Sum	U	3.00	2.50	↓	1.80
1.50	1.00	↓	0.80	Stone Rain	R	Sor	C	1.00	0.90	↓	0.50
1.50	1.00	↓	0.80	Stream of Life	G	Sor	C	1.00	0.50	↓	0.40
14.50	13.00	↓	12.50	Sunglasses of Urza	A	C	R	10.75	9.50	↓	7.50
1.00	0.80	↓	0.50	Swamp High Branch	B	L	C	0.50	0.30	↓	0.20
1.00	0.80	↓	0.50	Swamp Low Branch	B	L	C	0.50	0.30	↓	0.20
				Swamp Two Branch	B	L	C	0.50	0.30	↓	0.20
3.80	3.00	↓	3.00	Swords to Plowshrs	W	Ins	U	2.50	2.00	↓	1.60
40.00	33.75	↓	30.00	Taiga	G/R	DL	R	27.50	20.00	↓	16.50
2.00	1.50	↓	1.00	Terror	B	Ins	C	0.90	0.70	↓	0.50
17.50	15.00	↓	14.25	The Hive	A	M	R	12.00	9.00	↓	8.80
4.40	4.00	↓	3.30	Thicket Basilisk	G	Sum	U	4.00	3.00	↓	2.80
13.50	11.00	↓	10.25	Thoughtlace	U	Int	R	9.00	5.50	↓	4.20
3.80	2.50	↓	2.00	Throne of Bone	A	P	U	2.80	2.00	↓	1.30
14.00	13.00	↓	11.75	Timber Wolves	G	Sum	R	8.50	7.00	↓	5.80
90.00	90.00	↓	72.50	Time Vault	A	M	R	68.75	50.00	↓	46.00
190.00	160.00	↓	153.75	Time Walk	U	Sor	R	145.00	120.00	↑	100.00

ALPHA

BETA

Upper	Median	Lower	Card Name	Color	Type	Rarity	Upper	Median	Lower		
122.50	110.00	↑	102.50	Timetwister	U	Sor	R	110.00	90.00	↑	79.50
1.50	1.30	↓	0.60	Tranquility	G	Sor	C	1.00	0.80	↓	0.50
40.00	37.50	↓	30.00	Tropical Island	U/G	DL	R	28.75	21.25	↓	18.50
4.00	3.00	↓	2.50	Tsunami	G	Sor	U	3.00	2.80	↑	1.80
40.00	33.75	↓	30.00	Tundra	U/W	DL	R	30.00	23.75	↓	20.00
3.00	2.50	↓	2.00	Tunnel	R	Ins	U	2.40	1.80	↑	1.50
8.30	6.00	↓	4.00	Twiddle	U	Ins	C	4.90	4.00	↓	2.00
97.00	90.00	↓	80.00	Two-Headed Giant	R	Sum	R	75.00	52.00	↑	47.75
40.00	36.25	↓	30.00	Underground Sea	B/U	DL	R	30.00	22.50	↓	20.00
2.00	1.50	↓	1.00	Unholy Strength	B	ECr	C	1.00	0.80	↓	0.60
1.30	1.00	↓	0.80	Unsummon	U	Ins	C	1.00	0.90	↓	0.50
5.00	5.00	↓	3.80	Uthden Troll	R	Sum	U	4.00	3.50	↓	2.60
14.50	13.00	↓	12.25	Verduran Enchantres	G	Sum	R	9.00	8.00	↑	5.50
40.00	38.75	↓	35.00	Vesuvan Doppelgr	U	Sum	R	35.00	30.00	↓	22.50
26.75	25.00	↓	23.50	Veteran Bodyguard	W	Sum	R	25.00	22.00	↓	15.00
30.00	18.00	↑	15.50	Volcanic Eruption	U	Sor	R	17.50	15.00	↓	9.00
				Volcanic Island	U/R	DL	R	30.00	28.75	↓	21.50
4.10	3.00	↓	2.30	Wall of Air	U	Sum	U	2.80	2.00	↓	1.50
4.10	3.00	↓	2.30	Wall of Bone	B	Sum	U	3.30	2.00	↓	1.30
3.00	3.00	↓	2.30	Wall of Brambles	G	Sum	U	2.40	1.50	↑	1.00
3.50	3.00	↓	2.50	Wall of Fire	R	Sum	U	2.80	2.00	↓	1.30
3.50	3.00	↓	2.00	Wall of Ice	G	Sum	U	2.40	1.50	↑	0.90
3.80	3.00	↓	2.80	Wall of Stone	R	Sum	U	2.40	1.60	↑	1.00
4.40	3.50	↓	3.00	Wall of Swords	W	Sum	U	2.40	2.00	↓	1.60
3.00	3.00	↓	3.00	Wall of Water	U	Sum	U	3.00	2.80	↓	1.90
1.40	1.00	↓	0.60	Wall of Wood	G	Sum	C	1.00	0.90	↓	0.50
3.00	2.50	↓	2.00	Wanderlust	G	ECr	U	2.30	2.00	↑	1.50
1.80	1.50	↓	0.90	War Mammoth	G	Sum	C	1.30	0.90	↓	0.50
12.00	9.00	↓	9.00	Warp Artifact	B	EArt	R	6.50	4.80	↓	4.10
4.10	3.00	↓	3.00	Water Elemental	U	Sum	U	3.00	2.80	↓	1.90
1.40	1.00	↓	0.60	Weakness	B	ECr	C	1.00	0.90	↓	0.50
14.50	14.00	↓	13.00	Web	G	ECr	R	10.00	9.50	↑	8.30
30.00	21.25	↓	18.75	Wheel of Fortune	R	Sor	R	21.25	17.00	↓	9.20
4.80	4.00	↓	3.50	White Knight	W	Sum	U	3.50	3.00	↓	3.00
2.80	2.00	↓	2.00	White Ward	W	ECr	U	2.80	2.00	↓	1.50
1.40	1.00	↓	0.60	White Growth	G	EL	C	1.00	0.80	↓	0.50
19.50	18.00	↑	15.50	Will-O-The-Wisp	B	Sum	R	13.50	10.75	↓	8.80
15.00	13.50	↑	11.25	Winter Orb	A	C	R	12.50	10.00	↓	8.50
3.00	2.50	↓	2.00	Wooden Sphere	A	P	U	2.40	1.50	↑	1.00
82.50	70.00	↓	67.00	Word of Command	B	Ins	R	67.00	60.00	↓	54.00
17.50	15.00	↓	12.75	Wrath of God	W	Sor	R	10.00	9.00	↑	8.00
22.00	18.00	↓	15.00	Zombie Master	B	Sum	R	14.50	12.00	↓	10.00

SCRYE PRICE GUIDE



1.50	1.00	↓	1.00	Air Elemental	U	Int	U	2.00	1.30	↑	1.00
85.00	75.00	↑	60.00	Ancestral Recall	U	Ins	R				
				Aladdin's Lamp	A	M	R	5.00	4.30	↑	3.50
				Aladdin's Ring	A	M	R	5.00	5.00	↑	3.00
1.50	1.00	↓	1.00	Animate Artifact	U	EArt	U	1.00	1.00	↑	1.00
1.50	1.00	↓	0.50	Animate Dead	B	ECr	U	1.50	1.00	0.50	
5.00	4.30	↑	3.10	Animate Wall	W	EWall	R	4.00	4.00	↑	3.30
4.50	4.00	↓	3.50	Ankh of Mishra	A	C	R	4.00	3.00	↓	3.00
7.20	6.00	↑	4.80	Armageddon	W	Sor	R	6.50	5.50	↑	5.00
				Armageddon Clock	A	C	R	4.60	4.00	3.00	
				Aspect of Wolf	G	ECr	R	6.00	5.40	↑	5.00
				Atog	R	Sum	C	1.00	0.80	↓	0.30
8.00	7.50	↓	6.30	Bad Moon	B	E	R	8.30	6.80	↑	6.10
15.25	8.00	↑	7.00	Badlands	B/R	DLnd	R	12.75	10.50	↑	10.00
6.00	4.00	↓	4.00	Balance	W	Sor	R	5.60	5.30	↑	3.90
3.50	1.70	↓	1.10	Basalt Monolith	A	M	U	4.00	2.00	↓	1.50
15.25	8.00	↑	7.00	Bayou	B/G	DLnd	R	15.00	11.00	↑	10.00
0.50	0.30	↓	0.10	Benalish Hero	W	Sum	C	0.30	0.20	↓	0.10
30.00	25.00	↓	22.75	Berserk	G	Ins	U				
7.00	7.00	↑	6.00	Birds of Paradise	G	Sum	R	7.00	6.30	↑	6.00
3.00	2.50	↑	1.60	Black Knight	B	Sum	U	2.00	1.90	↓	1.40
237.50	200.00	↓	187.50	Black Lotus	A	M	R				
3.00	2.00	↑	1.50	Black Vise	A	C	U	2.00	1.80	↓	1.00
1.00	1.00	↓	0.30	Black Ward	W	ECr	U	1.00	0.90	↑	0.50
42.50	40.00	↓	30.00	Blaze of Glory	W	Ins	R				
6.80	6.00	↑	6.00	Blessing	W	ECr	R	6.00	5.80	↑	4.00
0.50	0.30	↓	0.10	Blue Elemental Blast	U	Int	C	0.30	0.20	↓	0.10
1.00	1.00	↓	0.30	Blue Ward	W	ECr	U	1.00	0.80	↑	0.50
1.50	1.00	↓	1.00	Bog Wraith	B	Sum	U	1.20	1.00	↓	1.00
				Bottle of Suleiman	A	M	R	4.20	3.50	↓	3.00
10.50	8.00	↑	5.80	Brainrager	U	Sor	R	10.00	7.00	↓	5.00
				Brass Man	A	Cr	U	1.00	1.00	0.80	
				Burrowing	R	ECr	U	1.00	0.80	↓	0.50
12.00	8.00	↓	7.00	Camouflage	G	Ins	U				
1.50	1.00	↓	1.00	Castle	W	E	U	1.80	1.50	↑	1.00
1.50	1.00	↓	1.00	Celestial Prism	A	M	U	1.50	1.00	↑	1.00
1.50	1.50	↓	1.00	Channel	G	Sor	U	1.50	1.40	↑	0.90
82.50	75.00	↑	62.50	Chaos Orb	A	M	R				
3.00	2.50	↓	2.00	Chaoslace	R	Int	R	2.60	2.10	↓	2.00

MAGIC: THE GATHERING UNLIMITED/REVISED

1.00	1.00	↓	1.00	Energy Flux	U	E	U	1.00	1.00	0.70	
5.00	4.00	↓	4.00	Erg Raiders	B	Sum	C	0.30	0.20	↓	0.10
				Evil Presence	B	ELnd	U	1.00	1.00	0.70	
				False Orders	R	Ins	C				
				Eye for an Eye	W	Ins	R	5.00	4.80	↑	4.00
6.80	5.30	↑	4.00	Farmstead	W	ELnd	R	5.00	4.00	↓	3.00
7.30	6.00	↑	4.80	Fastbond	G	E	R	6.30	5.10	↓	3.80
0.50	0.30	↓	0.10	Fear	B	ECr	C	0.30	0.20	↓	0.10
1.50	1.00	↓	0.60	Feedback	U	EE	U	1.00	1.00	0.60	
1.50	1.00	↓	1.00	Fire Elemental	R	Sum	U	1.00	1.00	1.00	
0.50	0.50	↓	0.30	Fireball	R	Sor	C	0.40	0.30	↓	0.20
0.50	0.30	↓	0.10	Firebreathing	R	ECr	C	0.30	0.20	↓	0.10
2.00	1.50	↓	1.00	Flashfires	R	Sor	U	1.00	1.00	1.00	
0.50	0.30	↓	0.10	Flight	U	ECr	C	0.30	0.20	↓	0.10
				Flying Carpet	A	M	R	4.00	4.00	2.90	
0.50	0.30	↓	0.20	Fog	G	Ins	C	0.30	0.20	↓	0.10
12.75	12.00	↑	10.50	Force of Nature	G	Sum	R	11.00	10.00	9.00	
93.75	80.00	↓	58.50	Forcefield	A	P	R				
0.40	0.20	↓	0.10	Forest Eyes	G	Lnd	C	0.30	0.10	0.10	
0.40	0.20	↓	0.10	Forest Path	G	Lnd	C	0.30	0.10	0.10	
0.40	0.20	↓	0.10	Forest Rocks	G	Lnd	C	0.30	0.10	0.10	
22.75	19.00	↑	15.75	Fork	R	Int	R	20.00	18.00	↑	16.00
0.50	0.30	↓	0.10	Frozen Shade	B	Sum	C	0.30	0.30	0.20	
8.00	6.50	↑	4.00	Fungusaur	G	Sum	R	6.00	5.00	4.00	
10.00	8.00	↑	7.50	Gaea's Liege	G	Sum	R	9.00	8.50	↑	8.00
100.00	80.00	↓	77.50	Gauntlet of Might	A	C	R				
0.50	0.30	↓	0.10	Giant Growth	G	Ins	C	0.30	0.30	0.10	
0.50	0.40	↓	0.20	Giant Spider	G	Sum	C	0.30	0.30	0.20	
1.50	1.00	↓	1.00	Glasses of Urza	A	M	U	1.00	1.00	0.80	
2.00	1.50	↓	1.00	Gloom	B	E	U	1.50	1.00	↓	1.00
1.50	1.00	↓	1.00	Goblin Balloon Brgd	R	Sum	U	1.00	0.80	↓	0.70
9.00	8.00	↑	6.00	Goblin King	R	Sum	R	8.00	8.00	6.80	
12.25	10.00	↑	7.50	Granite Gargoyle	R	Sum	R	10.00	7.50	↓	6.50
0.50	0.30	↓	0.10	Gray Ogre	R	Sum	C	0.30	0.30	0.10	

UNLIMITED

REVISED

Upper	Median	Lower	Card Name	Color	Type	Rarity	Upper	Median	Lower		
0.60	0.30	↓	0.10	Circle of Prot:Black	W	E	C	0.30	0.20	↓	0.10
0.60	0.30	↓	0.10	Circle of Prot:Blue	W	E	C	0.30	0.20	↓	0.10
0.60	0.30	↓	0.10	Circle of Prot:Green	W	E	C	0.30	0.20	↓	0.10
0.60	0.30	↓	0.10	Circle of Prot:Red	W	E	C	0.30	0.20	↓	0.10
0.60	0.30	↓	0.10	Circle of Prot:White	W	E	C	0.30	0.20	↓	0.10
6.00	4.00	↓	4.00	Clockwork Beast	A	Cr	R	5.00	3.60	↓	3.00
5.40	3.30	↓	3.00	Clone	U	Sum	U	5.60	4.00	↓	3.60
8.00	6.00	↑	6.00	Cockatrice	G	Sum	R	6.10	6.00	5.80	
14.25	9.00	↑	8.00	Consecrate Land	W	EL	U				
1.50	1.00	↓	1.00	Conservator	A	M	U	1.00	1.00	0.80	
5.60	4.20	↑	3.60	Contract from Below	B	Sor	R	5.30	4.00	4.00	
2.50	2.00	↓	1.00	Control Magic	U	ECr	U	2.50	2.00	1.00	
2.00	1.50	↓	1.00	Conversion	W	E	U	1.00	1.00	0.80	
12.00	8.00	8.00		Copper Tablet	A	C	U				
9.00	5.00	↓	4.00	Copy Artifact	U	E	R	8.00	5.80	↓	5.00
4.00	4.00	↓	3.00	Counterspell	U	Int	U	2.60	2.00	↓	1.90
0.60	0.40	↓	0.30	Craw Wurm	G	Sum	C	0.50	0.30	0.30	
0.50	0.30	↓	0.10	Creature Bond	U	ECr	C	0.30	0.20	↓	0.10
				Crumble	G	Ins	U	1.00	0.80	↑	0.50
8.00	8.00	↑	7.60	Crusade	W	E	R	7.00	6.60	↑	6.50
1.00	1.00	↓	0.70	Crystal Rod	A	P	U	1.00	0.90	↓	0.70
2.00	1.50	↓	1.00	Cursed Land	B	ELnd	U	1.00	1.00	0.70	
60.00	50.00	↑	45.75	Dancing Scimitar	A	Cr	R	4.00	4.00	↑	3.30
0.50	0.40	↓	0.20	Dark Ritual	B	Int	C	0.30	0.20	↓	0.20
7.30	6.00	↓	4.50	Darkpact	B	Sor	R	4.40	4.00	↓	3.50
0.50	0.30	↓	0.10	Death Ward	W	Ins	C	0.30	0.20	↓	0.10
2.00	1.50	↓	1.00	Deathgrip	B	E	U	1.00	1.00	0.70	
4.00	3.00	↓	2.50	Deathlace	B	Int	R	3.00	2.80	↑	2.40
6.00	4.50	↑	2.80	Demonic Attorney	B	Sor	R	5.30	4.50	↓	3.40
14.50	12.00	↑	9.00	Demonic Hordes	B	Sum	R	13.50	11.00	8.50	
6.00	3.00	↑	3.00	Demonic Tutor	B	Sor	U	5.00	4.00	↓	3.00
				Desert Twister	G	Sor	U	2.30	1.00	↓	1.00
5.00	4.00	↑	3.50	Dingus Egg	A	CART	R	4.30	4.00	↑	3.30
0.50	0.40	↓	0.30	Disenchant	W	Ins	C	0.30	0.20	↓	0.10
0.50	0.50	↓	0.30	Disintegrate	R	Sor	C	0.30	0.20	↓	0.10
5.00	3.00	↓	3.00	Disrupting Scepter	A	M	R	4.00	3.80	↑	3.00
				Dragon Engine	A	Cr	R	2.50	2.00	1.50	
2.00	1.60	↓	1.50	Dragon Whelp	R	Sum	U	2.50	2.30	↑	1.70
0.50	0.30	↓	0.10	Drain Life	B	Sor	C	0.30	0.20	↓	0.10
7.00	7.00	↑	4.00	Drain Power	U	Sor	R	5.30	5.00	↑	4.50
0.50	0.50	↓	0.20	Drudge Skeletons	B	Sum	C	0.30	0.20	↓	0.20
14.25	9.00	↓	7.00	Dwarven Demltn Tm	R	Sum	U				
0.50	0.30	↓	0.10	Dwarven Warriors	R	Sum	C	0.30	0.20	↓	0.10
				Dwarven Weaponsmith	R	Sum	U	2.30	1.40	↓	0.90
1.50	1.00	↓	1.00	Earth Elemental	R	Sum	U	1.00	1.00	1.00	
1.00	0.50	↓	0.50	Earthbind	R	ECr	C	0.50	0.30	↓	0.20
5.00	4.00	4.00		Earthquake	R	Sor	R	4.70	4.10	↑	4.00
				Ebony Horse	A	M	R	3.80	3.30	↓	3.00
				El -Hajjaj	B	Sum	R	5.00	4.00	4.00	
6.00	5.50	↓	4.30	Elvish Archers	G	Sum	R	5.00	5.00	↑	4.00

UNLIMITED

REVISED

Upper	Median	Lower	Card Name	Color	Type	Rarity	Upper	Median	Lower		
1.00	1.00	↓	0.50	Green Ward	W	ECr	U	1.00	0.90	↑	0.50
0.50	0.30	↓	0.10	Grizzly Bears	G	Sum	C	0.30	0.20	↓	0.10
1.00	0.50	↓	0.30	Guardian Angel	W	Ins	C	0.30	0.30	↓	0.20
0.50	0.30	↓	0.10	Healing Salve	W	Ins	C	0.30	0.20	↓	0.10
4.00	3.50	↓	2.60	Helm of Chatzuk	A	M	R	4.00	3.30	↓	3.00
0.50	0.30	↓	0.10	Hill Giant	R	Sum	C	0.30	0.20	↓	0.10
0.50	0.40	↓	0.20	Holy Armor	W	ECr	C	0.30	0.20	↓	0.10
0.50	0.40	↓	0.20	Holy Strength	W	ECr	C	0.30	0.20	↓	0.10
0.50	0.30	↓	0.10	Howl from Beyond	B	Ins	C	0.30	0.20	↓	0.10
8.00	7.00	↑	6.00	Howling Mine	A	C	R	6.00	5.00		5.00
				Hurkyl's Recall	U	Ins	R	4.80	4.00		4.00
0.50	0.50	↓	0.10	Hurloon Minotaur	R	Sum	C	0.30	0.10	↓	0.10
2.00	1.50	↓	1.00	Hurricane	G	Sor	U	1.00	1.00		1.00
3.00	2.80		2.10	Hypnotic Specter	B	Sum	U	2.00	2.00		2.00
15.75	15.00	↑	14.25	Ice Storm	G	Sor	U				
50.25	47.50		37.50	Icy Manipulator	A	M	U				
45.00	40.00	↓	39.50	Illusionary Mask	A	P	R				
1.50	1.00	↓	1.00	Instill Energy	G	ECr	U	1.90	1.50	↑	1.00
6.00	6.00	↑	3.00	Invisibility	U	ECr	C				
1.50	1.00	↓	1.00	Iron Star	A	P	U	1.00	1.00	↑	0.80
2.30	1.00	↓	0.50	Ironclaw Orcs	R	Sum	C				
0.50	0.40	↓	0.20	Ironroot Treefolk	G	Sum	C	0.30	0.30		0.20
0.30	0.20		0.10	Island Blue	U	Lnd	C	0.30	0.10		0.10
				Island Fish Jasconius	U	Sum	R	5.00	5.00	↑	4.00
0.30	0.20	0.10		Island Golden	U	Lnd	C	0.30	0.10		0.10
0.30	0.20	0.10		Island Red	U	Lnd	C	0.30	0.10		0.10
4.00	3.50	↓	2.60	Island Sanctuary	W	E	R	4.00	4.00		2.90
1.40	1.00	↓	1.00	Ivory Cup	A	P	U	1.00	1.00		0.80
				Ivory Tower	A	C	R	4.80	4.40	↑	3.90
3.50	2.00	↓	1.60	Jade Monolith	A	P	R	3.00	2.10	↓	2.00
11.50	10.00	↓	10.00	Jade Statue	A	M	U				
				Jandor's Ring	A	M	R	4.00	3.60	↓	3.00
				Jandor's Saddlebags	A	M	R	4.00	3.50	↑	3.00
5.00	5.00	↓	4.30	Jayemdae Tome	A	M	R	4.00	3.40	↓	2.80
3.50	2.00		1.60	Juggernaut	A	Cr	U	4.80	4.00		2.50
0.50	0.30	↓	0.10	Jump	U	Ins	C	0.30	0.30		0.10
2.00	1.80		1.10	Karma	W	E	U	1.90	1.10	↓	1.00
3.00	2.50		1.30	Keldon Warlord	R	Sum	U	2.20	2.00	↑	1.00
				Kird Ape	R	Sum	C	0.60	0.40	↓	0.20
4.90	4.30	↑	4.00	Kormus Bell	A	C	R	4.80	4.00	↓	3.50
6.70	3.90	↑	2.80	Kudzu	G	ELnd	R	5.00	4.00	↓	3.10
1.90	1.30	↓	0.70	Lance	W	ECr	U	2.00	1.80	↓	0.60
1.50	1.00	↓	0.20	Ley Druid	G	Sum	U	1.00	1.00		0.80
1.50	1.00	↓	1.00	Library of Leng	A	C	U	1.00	1.00		0.80
50.00	47.50		41.25	Lich	B	E	R				
2.00	1.50	↓	1.00	Lifeforce	G	E	U	1.00	1.00		0.80
4.90	3.00	↓	3.00	Lifelace	G	Int	R	3.00	2.80	↑	2.00
2.00	1.50	↓	1.00	Lifetap	U	E	U	1.00	1.00		0.80
0.50	0.50	↓	0.40	Lightning Bolt	R	Ins	C	0.30	0.20	↓	0.10
5.00	3.50	↓	3.00	Living Artifact	G	EArt	R	4.00	3.90	↑	3.00
7.00	6.00	↑	4.00	Living Lands	G	E	R	5.00	4.30	↑	3.40
2.00	1.50	↓	1.00	Living Wall	A	C	U	3.10	2.00	↓	1.80

SCRYE PRICE GUIDE



MAGIC: THE GATHERING UNLIMITED/REVISED

0.50	0.30	↓	0.20	Llanowar Elves	G	Sum	C	0.30	0.30	0.10
8.00	8.00	↑	8.00	Lord of Atlantis	U	Sum	R	8.00	7.90	↑ 6.00
12.00	10.50	↑	8.30	Lord of the Pit	B	Sum	R	11.00	10.25	↑ 9.00
1.90	1.30	↓	1.00	Lure	G	ECr	U	1.50	1.30	↑ 1.00
7.00	7.00	↓	6.00	Magical Hack	U	Int	R	7.00	6.70	↑ 5.00
				Magnetic Mountain	R	E	R	4.00	3.60	↑ 3.00
10.75	9.00	↑	8.00	Mahamoti Djinn	U	Sum	R	8.50	8.00	↑ 7.10
7.80	6.50	↑	5.30	Mana Flare	R	E	R	6.50	6.00	↑ 5.00
6.80	5.50	↑	4.30	Mana Short	U	Ins	R	5.50	5.00	↑ 3.80
4.80	4.00	↑	4.00	Mana Vault	A	M	R	4.00	4.00	↑ 4.00
5.00	4.00	↑	3.50	Manabarbs	R	E	R	4.00	3.90	↓ 3.40
6.00	5.00	↑	4.50	Meekstone	A	C	R	5.00	5.00	↑ 4.20
0.50	0.30	↓	0.10	Merfolk o/t Prl Tridt	U	Sum	C	0.30	0.20	↓ 0.10
0.50	0.30	↓	0.10	Mesa Pegasus	W	Sum	C	0.30	0.20	↓ 0.10
				Mijae Djinn	R	Sum	R	5.80	5.00	↓ 4.50
				Millstone	A	M	R	4.10	4.00	↑ 3.40
6.80	5.50	↓	4.30	Mind Twist	B	Sor	R	5.60	5.00	5.00
				Mishra's War Machn	A	Cr	R	4.80	3.00	↓ 3.00
0.50	0.30	0.10	0.10	Mons's Goblin Raider	R	Sum	C	0.30	0.20	↓ 0.10
0.30	0.20	0.10	0.10	Mountain Blue	R	Lnd	C	0.30	0.20	↑ 0.10
0.30	0.20	0.10	0.10	Mountain Brown	R	Lnd	C	0.30	0.20	↑ 0.10
0.30	0.20	0.10	0.10	Mountain Green Sky	R	Lnd	C	0.30	0.20	↑ 0.10
142.50	120.00	↑	100.00	Mox Emerald	A	M	R			
145.00	120.00	↑	100.00	Mox Jet	A	M	R			
145.00	120.00	↑	100.00	Mox Pearl	A	M	R			
142.50	120.00	↑	100.00	Mox Ruby	A	M	R			
145.00	120.00	↑	100.00	Mox Sapphire	A	M	R			
35.00	35.00	↑	30.00	Natural Selection	G	Ins	R			
5.00	4.00	↑	3.50	Nether Shadow	B	Sum	R	4.20	4.00	3.10
3.40	1.30	↓	1.00	Nettling Imp	B	Sum	U	3.30	2.60	↑ 1.00
6.80	5.50	4.30		Nevinyrral's Disk	A	M	R	5.80	5.00	4.30
14.75	13.00	↑	12.00	Nightmare	B	Sum	R	13.00	12.00	↑ 10.00
10.75	10.00	↑	8.50	Northern Paladin	W	Sum	R	11.00	10.00	↑ 8.00
1.90	1.30	↓	1.00	Obsidian Golem	A	Cr	U	1.30	1.00	1.00
				Onulet	A	Cr	R	2.10	2.00	1.40
1.50	1.00	↓	1.00	Orcish Artillery	R	Sum	U	1.00	1.00	↑ 0.80
1.80	1.50	↓	1.00	Orcish Oriflamme	R	E	R	2.00	1.70	↑ 1.00
				Ornithopter	A	Cr	U	1.00	1.00	0.80
0.60	0.50	↓	0.40	Paralyze	B	ECr	C	0.30	0.20	↓ 0.10
0.50	0.30	↓	0.20	Parley Unicorn	W	Sum	C	0.30	0.20	↓ 0.10
8.00	6.50	↑	6.00	Personal Incarnation	W	Sum	R	8.00	7.50	↓ 6.50
0.50	0.30	↓	0.10	Pestilence	B	E	C	0.30	0.20	↓ 0.10
1.50	1.00	↓	1.00	Phantasmal Forces	U	Sum	U	1.00	1.00	0.70
0.50	0.30	↓	0.10	Phantasmal Terrain	U	ELnd	C	0.30	0.20	↓ 0.10
1.50	1.00	↓	1.00	Phantom Monster	U	Sum	U	1.10	1.00	0.70
5.80	4.30	↓	3.10	Pirate Ship	U	Sum	R	5.00	4.00	↓ 4.00
0.50	0.30	↓	0.10	Plague Rats	B	Sum	C	0.50	0.30	0.10
								0.600.40	0.20	

6.00	6.00	↑	5.30	Serra Angel	W	Sum	U	6.00	5.50	↑ 4.00
0.50	0.30	↓	0.10	Shanodin Dryads	G	Sum	C	0.30	0.20	↓ 0.10
1.00	0.50	↓	0.20	Shatter	R	Ins	C	0.30	0.20	↓ 0.10
				Shatterstorm	R	Sor	U	3.80	3.00	↓ 1.90
20.00	19.00	↑	18.00	Shivan Dragon	R	Sum	R	20.00	19.00	↑ 12.00
1.50	1.00	↓	0.50	Simulacrum	B	Ins	U	1.00	1.00	0.80
10.00	8.00	↓	8.00	Sinkhole	B	Sor	C			
1.00	1.00	↓	0.80	Siren's Call	U	Ins	U	1.00	0.90	↓ 0.80
8.00	6.50	↑	6.00	Sleight of Mind	U	Int	R	6.00	5.00	5.00
5.00	2.50	↓	2.20	Smoke	R	E	R	4.00	3.90	↓ 2.80
5.30	3.00	↑	1.90	Sol Ring	A	M	U	5.00	4.00	↓ 2.50
				Sorceress Queen	B	Sum	R	6.50	6.50	↑ 5.80
1.50	1.00	↓	1.00	Soul Net	A	P	U	1.00	1.00	0.70
0.50	0.40	↓	0.20	Spell Blast	U	Int	C	0.30	0.20	↓ 0.10
5.00	5.00	↑	4.30	Stasis	U	E	R	5.00	4.50	↑ 3.80
2.00	1.50	↓	1.00	Steal Artifact	U	EArt	U	1.50	1.00	0.90
1.50	1.00	↓	1.00	Stone Giant	R	Sum	U	1.00	1.00	0.80
0.50	0.30	↓	0.10	Stone Rain	R	Sor	C	0.60	0.20	↓ 0.10
0.50	0.40	↓	0.20	Stream of Life	G	Sor	C	0.30	0.20	↓ 0.10
6.00	4.00	↑	4.00	Sunglasses of Urza	A	C	R	5.00	5.00	3.50
0.30	0.20	0.10	0.10	Swamp High Branch	B	Lnd	C	0.30	0.10	0.10
0.30	0.20	0.10	0.10	Swamp Low Branch	B	Lnd	C	0.30	0.10	0.10
0.30	0.20	0.10	0.10	Swamp Two Branch	B	Lnd	C	0.30	0.10	0.10
2.00	1.50	↓	1.00	Swords to Plowshrs	W	Ins	U	2.00	1.60	↑ 0.90
15.25	8.00	↑	7.00	Taiga	R/G	DLnd	R	14.50	11.50	↓ 10.00
0.50	0.40	↓	0.30	Terror	B	Ins	C	0.30	0.30	0.10
6.50	5.00	4.30		The Hive	A	M	R	6.00	5.30	↑ 5.00
				The Rack	A	C	U	2.00	1.50	↑ 1.00
2.40	2.00	↓	1.60	Thicket Basilisk	G	Sum	U	2.50	2.00	2.00
3.00	2.50	↓	2.00	Thoughtlace	U	Int	R	2.60	2.50	↑ 2.00
1.50	1.00	↓	1.00	Throne of Bone	A	P	U	1.00	1.00	0.80
5.00	5.00	↓	3.50	Timber Wolves	G	Sum	R	4.50	4.00	4.00
50.00	47.50	↑	45.00	Time Vault	A	M	R			
128.75	100.00	↑	92.50	Time Walk	U	Sor	R			
93.75	82.50	↑	62.50	Timetwister	U	Sor	R			
				Titania's Song	G	E	R	3.60	3.00	↑ 2.20
0.50	0.40	↓	0.20	Tranquility	G	Sor	C	0.30	0.20	↓ 0.10
15.25	8.00	↑	7.00	Tropical Island	U/G	DLnd	R	14.50	11.50	↓ 10.00
2.00	1.50	↓	1.00	Tsunami	G	Sor	U	1.00	1.00	1.00
15.25	8.00	↑	7.00	Tundra	U/W	DLnd	R	14.50	12.00	10.00
1.00	1.00	↓	0.30	Tunnel	R	Ins	U	1.00	1.00	0.50

UNLIMITED

Upper	Median	Lower	Card Name	Color	Type	Rarity	Upper	Median	Lower
			Plains No Trees W/Lnd	C			0.30	0.10	0.10
0.60	0.40	0.20	Plains Pink Horizon	W	Lnd	C	0.30	0.10	0.10
0.60	0.40	0.20	Plains Trees	W	Lnd	C	0.30	0.10	0.10
15.75	11.25	↓	Plateau	R/W	DLnd	R	13.00	11.00	↑ 10.00
0.50	0.40	↓	Power Leak	U	EE	C	0.30	0.20	↓ 0.10
0.50	0.40	↓	Power Sink	U	Int	C	0.30	0.20	↓ 0.10
4.90	4.00	↑	Power Surge	R	E	R	4.00	4.00	↑ 4.00
			Primal Clay	A	Cr	R	3.10	2.50	↑ 2.00
0.50	0.40	↓	Prodigal Sorcerer	U	Sum	C	0.30	0.30	0.10
15.75	15.00	↑	Psionic Blast	U	Ins	U			
0.50	0.30	↓	Psychic Venom	U	ELnd	C	0.30	0.20	↓ 0.10
3.00	2.50	↓	Purelace	W	Int	R	2.60	2.50	↓ 2.00
40.00	40.00	↓	Raging River	R	E	R			
0.50	0.30	↓	Raise Dead	B	Sor	C	0.30	0.20	↓ 0.10
			Reconstruction	U	Sor	C	0.50	0.30	↓ 0.10
0.50	0.30	↓	Red Elemental Blast	R	Int	C	0.20	0.10	↓ 0.10
1.00	1.00	↓	Red Ward	W	ECr	U	1.00	1.00	↑ 0.50
0.50	0.40	↓	Regeneration	G	ECr	C	0.30	0.20	↓ 0.10
5.00	2.00	1.00	Regrowth	G	Sor	U	2.80	2.00	↓ 1.80
4.00	1.00	↓	Resurrection	W	Sor	U	2.00	1.70	↓ 1.00
7.00	6.50	↑	Reverse Damage	W	Ins	R	6.60	6.40	↑ 5.80
6.80	6.00	↑	Reverse Polarity	W	Ins	U	1.20	1.00	↓ 1.00
			Righteousness	W	Ins	R	6.00	6.00	5.40
8.00	7.80	↓	Roc of Kher Ridges	R	Sum	R	6.40	6.00	↓ 5.30
18.00	10.50	↓	Rock Hydra	R	Sum	R	15.00	10.00	↓ 9.80
			Rocket Launcher	A	P	R	5.80	4.50	↓ 4.00
2.00	1.50	↓	Rod of Ruin	A	M	U	1.00	1.00	0.90
15.00	15.00	↑	Royal Assassin	B	Sum	R	15.00	15.00	↑ 15.00
3.40	1.30	↓	Sacrifice	B	Int	U	2.00	1.00	↓ 0.80
0.50	0.30	↓	Samite Healer	W	Sum	C	0.30	0.20	↓ 0.10
15.25	8.00	7.00	Savannah	G/W	DLnd	R	14.50	11.50	↓ 10.00
6.00	5.50	↓	Savannah Lions	W	Sum	R	4.00	4.00	↑ 4.00
0.50	0.30	↓	Scathe Zombies	B	Sum	C	0.30	0.30	0.10
1.50	1.00	↓	Scavenging Ghoul	B	Sum	U	1.00	1.00	0.80
15.25	8.00	7.00	Scrubland	B/W	DLnd	R	13.00	10.00	↓ 10.00
0.50	0.30	↓	Scrib Sprites	G	Sum	C	0.30	0.20	↓ 0.10
0.50	0.40	↓	Sea Serpent	U	Sum	C	0.30	0.20	↓ 0.10
7.50	4.50	↓	Sedge Troll	R	Sum	R	5.60	4.40	↓ 4.00
4.00	4.00	↑	Sengir Vampire	B	Sum	U	4.00	4.00	↑ 3.00
			Serendib Efreet	U	Sum	R	7.60	4.80	↓ 4.40

UNLIMITED

Upper	Median	Lower	Card Name	Color	Type	Rarity	Upper	Median	Lower	
6.00	5.00	↑	3.00	Twiddle	U	Ins	C			
50.00	43.25	↑	40.00	Two-Headed Giant	R	Sum	R			
15.25	8.00	↑	7.00	Underground Sea	B/U	DLnd	R	15.00	11.00	↓ 10.00
0.50	0.50	↓	0.30	Unholy Strength	B	ECr	C	0.30	0.30	0.10
				Unstable Mutation	U	ECr	C	0.30	0.20	↓ 0.10
0.50	0.30	↓	0.10	Unsummon	U	Ins	C	0.30	0.20	↓ 0.10
2.00	2.00	↑	1.50	Uthden Troll	R	Sum	U	2.00	2.00	↑ 1.50
6.00	4.00	3.00		Verduran Enchantrss	G	Sum	R	6.00	5.00	3.00
25.00	18.00	↑	13.50	Vesuvan Doppelgr	U	Sum	R	21.50	20.00	↑ 18.00
13.75	9.80	↑	8.00	Veteran Bodyguard	W	Sum	R	13.00	10.00	↑ 10.00
7.00	7.00	↑	3.00	Volcanic Eruption	U	Sor	R	5.50	5.00	↓ 4.00
11.75	8.00	↑	6.50	Volcanic Island	U/R	DLnd	R	14.50	11.50	↑ 10.00
1.00	1.00	↓	1.00	Wall of Air	U	Sum	U	1.00	1.00	0.80
1.00	1.00	↓	1.00	Wall of Bone	B	Sum	U	1.00	1.00	0.80
1.00	1.00	↓	1.00	Wall of Brambles	G	Sum	U	1.00	1.00	0.80
1.00	1.00	↓	1.00	Wall of Fire	R	Sum	U	1.00	1.00	0.70
1.00	1.00	↓	1.00	Wall of Ice	G	Sum	U	1.00	1.00	0.80
1.00	1.00	↓	1.00	Wall of Stone	R	Sum	U	1.00	1.00	0.70
2.00	1.00	↓	1.00	Wall of Swords	W	Sum	U	2.00	1.50	↓ 1.00
1.00	1.00	↓	1.00	Wall of Water	U	Sum	U	1.00	1.00	0.80
0.50	0.30	↓	0.10	Wall of Wood	G	Sum	C	0.20	0.10	↓ 0.10
1.00	1.00	↓	1.00	Wanderlust	G	ECr	U	1.00	1.00	0.50
0.50	0.40	↓	0.20	War Mammoth	G	Sum	C	0.30	0.20	↓ 0.10
4.00	3.00	↓	2.50	Warp Artifact	B	EArt	R	3.30	3.00	2.50
1.00	1.00	↓	1.00	Water Elemental	U	Sum	U	1.00	1.00	0.80
0.50	0.30	↓	0.10	Weakness	B	ECr	C	0.30	0.20	↓ 0.10
5.00	3.50	3.00		Web	G	ECr	R	4.60	4.00	3.90
9.80	6.50	↑	5.00	Wheel of Fortune	R	Sor	R	11.00	8.00	↑ 7.00
2.00	2.00	↓	1.60	White Knight	W	Sum	U	2.20	2.00	1.50
1.00	1.00	↓	0.30	White Ward	W	ECr	U	1.00	0.90	0.50
0.50	0.50	↓	0.10	Wild Growth	G	ELnd	C	0.30	0.20	↓ 0.10
8.00	8.00	↑	7.30	Will-O-The-Wisp	B	Sum	R	7.00	6.50	↑ 6.00
5.80	4.50	↑	4.00	Winter Orb	A	C	R	5.00	4.00	3.00
1.40	1.00	↓	0.60	Wooden Sphere	A	P	U	1.00	1.00	0.80
52.50	50.00	42.50		Word of Command	B	Ins	R			
7.00	6.30	↑	5.10	Wrath of God	W	Sor	R	7.00	6.50	↑ 5.40
2.80	6.50	↑	5.30	Zombie Master	R	SUM	R	7.00	6.50	↑ 6.00

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Abomination	L	B	Sum	U	3.00	3.00	↑	2.00
Air Elemental		U	Int	U	1.30	1.00	↓	1.00
Alabaster Potion	L	W	Ins	C	0.50	0.30	↑	0.20
Aladdin's Lamp		A	M	R	5.00	4.00		3.00
Aladdin's Ring		A	M	R	5.00	3.00	↓	3.00
Ali Baba	AR	R	Sum	U	3.00	2.50		1.00
Amrou Kithkin	L	W	Sum	C	0.30	0.30	↑	0.20
Amulet of Kroog	A	A	Art	C	0.20	0.20		0.20
Angry Mob	D	W	Sum	U	3.00	2.50	↑	1.40
Animate Artifact		U	EArt	U	1.00	1.00		0.80
Animate Dead		B	ECr	U	1.00	0.90	↓	0.70
Animate Wall		W	EWall	R	3.00	3.00		3.00
Ankh of Mishra		A	C	R	4.00	3.00	↓	3.00
Apprentice Wizard	D	U	Sum	C	0.90	0.40	↓	0.20
Armageddon		W	Sor	R	5.00	5.00		4.50
Armageddon Clock		A	C	R	4.50	3.00	↓	3.00
Ashes to Ashes	D	B	Sor	U	2.00	1.00	↓	1.00
Ashtod's Battle Gear	A	A	M	U	2.50	2.00	↓	1.00
Aspect of Wolf		G	ECr	R	6.00	4.50	↓	4.00
Backfire	L	U	ECr	U	2.00	2.00	↓	1.40
Bad Moon		B	E	R	7.00	7.00	↑	5.00
Balance		W	Sor	R	5.00	4.00		3.50
Ball Lightning	D	R	Sum	R	9.00	8.00		7.00
Battering Ram	A	A	ACr	C	0.20	0.20	↓	0.20
Benalish Hero		W	Sum	C	0.40	0.30		0.20
Bird Maiden	AR	R	Sum	C	0.40	0.30	↓	0.20
Birds of Paradise		G	Sum	R	6.00	6.00		6.00
Black Knight		B	Sum	U	2.00	1.50	↓	1.00
Black Mana Battery	L	A	A	R	7.50	5.00	↓	4.30
Black Vise		A	C	U	2.00	2.00		1.00
Black Ward		W	ECr	U	1.00	1.00	↑	0.50
Blessing		W	ECr	R	6.00	5.00		4.50
Blight	L	B	EL	U	2.00	2.00		2.00
Blood Lust	L	R	Ins	C	1.00	0.80	↑	0.20
Blue Elemental Blast		U	Int	C	0.40	0.30		0.20
Blue Mana Battery	L	A	A	R	7.50	5.00	↓	4.00
Blue Ward		W	ECr	U	1.00	1.00	↑	0.30
Bog Imp	D	B	Sum	C	0.30	0.30	↑	0.20
Bog Wraith		B	Sum	U	1.50	1.00	↓	1.00
Bottle of Suleiman	AN	A	M	R	4.00	3.00	↓	3.00
Brainwash	D	W	ECr	C	0.30	0.20		0.20
Brass Man	A	A	ACr	U	1.00	1.00		1.00
Bronze Tablet		A	M	R	7.50	4.50	↓	3.80
Brothers of Fire	D	R	Sum	C	0.50	0.40	↓	0.20
Burrowing		R	ECr	U	1.00	1.00		0.50
Carnivorous Plant	D	G	Sum	C	0.40	0.20	↑	0.20
Carriion Ants	L	B	Sum	U	7.40	6.00	↑	4.10
Castle		W	E	U	1.60	1.30	↑	0.90
Cave People	D	R	Sum	U	2.00	1.00	↓	1.00
Celestial Prism		A	M	U	1.00	1.00		0.80
Channel		G	Sor	U	1.50	1.00	↓	1.00
Chaoslace		R	Int	R	3.00	2.00	↓	2.00
Cir. of Prot. Artifacts	A	W	E	U	5.00	4.00	↑	2.00
Circle of Prot:Black		W	E	C	0.30	0.30		0.20

CARD NAME	SET	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Circle of Prot:Blue		W	E	C	0.30	0.30	0.20
Circle of Prot:Green		W	E	C	0.30	0.30	0.20
Circle of Prot:Red		W	E	C	0.30	0.30	0.20
Circle of Prot:White		W	E	C	0.30	0.30	0.20
Clay Statue	A	A	ACr	C	0.40	0.30	↓
Clockwork Avian	A	A	ACr	R	7.90	6.50	↓
Clockwork Beast		A	ACr	R	4.80	3.50	↓
Cockatrice		G	Sum	R	6.00	6.00	4.30
Colossus of Sardia	A	A	ACr	R	9.50	8.00	7.80
Conservator		A	M	U	1.00	1.00	0.80
Control Magic		U	ECr	U	2.00	2.00	1.00
Conversion		W	E	U	1.00	1.00	1.00
Coral Helm	A	A	P	R	4.00	3.50	↓
Cosmic Horror	L	B	Sum	R	6.80	6.00	5.30
Counterspell		U	Int	U	3.00	2.00	↓
Craw Wurm		G	Sum	C	0.40	0.30	0.20
Creature Bond		U	ECr	C	0.30	0.30	0.20
Crimson Manticores	L	R	Sum	R	7.00	6.00	4.50
Crumble		G	Ins	U	1.00	1.00	↑
Crusade		W	E	R	7.00	5.00	↓
Crystal Rod		A	P	U	1.00	1.00	0.70
Cursed Land		B	EL	U	1.00	1.00	0.80
Cursed Rack	A	A	C	U	3.00	2.00	1.50
Cyclopean Mummy	L	B	Sum	C	0.30	0.20	↓
Dancing Scimitar		A	ACr	R	4.00	3.00	↓
Dark Ritual		B	Int	C	0.40	0.30	0.20
Death Ward		W	Ins	C	0.30	0.30	0.20
Deathgrip		B	E	U	1.00	1.00	1.00
Deathlace		B	Int	R	3.00	2.50	↑
Desert Twister		G	Sor	U	2.30	1.00	↓
Detonate	A	R	Sor	U	3.00	2.00	↓
Diabolic Machine	D	A	ACr	U	2.00	2.00	↑
Dingus Egg		A	C	R	4.00	3.80	↑
Disenchant		W	Ins	C	0.50	0.30	0.20
Disintegrate		R	Sor	C	0.80	0.40	↑
Disrupting Scepter		A	M	R	3.80	3.00	2.60
Divine Transformation	L	W	ECr	U	5.00	3.00	↑
Dragon Engine		A	ACr	R	3.00	2.50	↑
Dragon Whelp		R	Sum	U	2.10	1.60	↓
Drain Life		B	Sor	C	0.40	0.30	0.20
Drain Power		U	Sor	R	5.00	4.50	↓
Drudge Skeletons		B	Sum	C	0.40	0.30	0.20
Durkwood Boars	L	G	Sum	C	0.30	0.20	↑
Dwarven Warriors		R	Sum	C	0.30	0.30	0.20

Earth Elemental R

MAGIC: THE GATHERING 4TH EDITION

Earthquake		R	Sor	R	4.00	4.00		3.00
Ebony Horse		A	M	R	4.00	3.00	↓	2.00
El -Hajjaj		B	Sum	R	4.00	3.50	↓	3.00
Elder Land Wurm	L	W	Sum	R	6.50	6.00		6.00
Elven Riders	L	G	Sum	U	5.00	3.80	↑	3.00
Elvish Archers		G	Sum	R	5.00	4.00	↓	3.00
Energy Flux		U	E	U	1.00	1.00		1.00
Energy Tap	L	U	Sor	C	0.40	0.20	↑	0.20
Erg Raiders		B	Sum	C	0.30	0.30		0.20
Erosion	D	U	ELnd	C	0.40	0.20	↓	0.20
Eternal Warrior	L	R	ECr	C	2.00	0.80	↑	0.20
Evil Presence		B	ELnd	U	1.00	1.00		1.00
Eye for an Eye		W	Ins	R	5.00	3.50	↓	3.00
Fear		B	ECr	C	0.40	0.30		0.20
Feedback		U	EE	U	1.00	0.90	↓	0.60
Fellwar Stone	D	A	Art	U	2.50	2.00	↓	1.50
Fire Elemental		R	Sum	U	1.00	1.00		1.00
Fireball		R	Sor	C	0.50	0.40		0.20
Firebreathing		R	ECr	C	0.40	0.20	↓	0.20
Fissure	D	R	Ins	C	0.40	0.20	↓	0.20
Flashfires		R	Sor	U	1.00	1.00		1.00
Flight		U	ECr	C	0.30	0.20	↓	0.10
Flood	D	U	E	C	0.50	0.40		0.20
Flying Carpet		A	M	R	4.00	3.40	↓	2.80
Fog		G	Ins	C	0.30	0.20	↓	0.20
Force of Nature		G	Sum	R	10.00	9.00	↓	8.00
Forest Eyes		G	Lnd	C	0.10	0.10		0.10
Forest Path		G	Lnd	C	0.10	0.10		0.10
Forest Rocks		G	Lnd	C	0.10	0.10		0.10
Fortified Area	L	W	E	C	0.50	0.30	↓	0.20
Frozen Shade		B	Sum	C	0.40	0.20	↓	0.20
Funghusaur		G	Sum	R	5.00	4.50	↓	4.00
Gaea's Liege		G	Sum	R	8.00	8.00		7.50
Gaseous Form	L	U	ECr	C	0.50	0.30	↑	0.20
Ghost Ship	D	U	Sum	U	2.00	1.00		0.80
Giant Growth		G	Ins	C	0.40	0.20	↓	0.20
Giant Spider		G	Sum	C	0.40	0.20	↓	0.20
Giant Strength	L	R	ECr	C	0.70	0.40	↑	0.20
Giant Tortoise	AR	U	Sum	C	0.50	0.40	↓	0.20
Glasses of Urza		A	M	U	1.00	1.00		0.80
Gloom		B	E	U	1.50	1.00	↓	1.00
Goblin Balloon Brigade		R	Sum	U	1.00	1.00		0.80
Goblin King		R	Sum	R	8.00	7.50	↓	6.00
Goblin Rock Sled	D	R	Sum	C	0.30	0.30	↓	0.20
Grapeshot Catapult	A	A	ACr	C	0.20	0.20	↓	0.20
Gray Ogre		R	Sum	C	0.30	0.20	↓	0.20

CARD NAME	SET	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Greed	L	B	E	R	5.60	4.80	↓
Green Mana Battery	L	A	Art	R	8.00	5.00	↓
Green Ward		W	ECr	U	1.00	1.00	↑
Grizzly Bears		G	Sum	C	0.30	0.20	↓
Healing Salve		W	Ins	C	0.30	0.20	↓
Helm of Chatzuk		A	M	R	4.00	3.00	↓
Hill Giant		R	Sum	C	0.30	0.20	↓
Holy Armor		W	ECr	C	0.40	0.20	↓
Holy Strength		W	ECr	C	0.40	0.20	↓
Howl from Beyond		B	Ins	C	0.40	0.20	↓
Howling Mine		A	C	R	6.00	5.00	
Hurkyl's Recall		U	Ins	R	5.00	3.00	↓
Hurlloon Minotaur		R	Sum	C	0.30	0.30	
Hurr Jackal	AR	R	Sum	R	4.00	3.00	↓
Hurricane		G	Sor	U	1.00	1.00	0.90
Hypnotic Specter		B	Sum	U	2.10	2.00	1.40
Immolation	L	R	ECr	C	0.50	0.30	0.20
Inferno	D	R	Ins	R	5.00	4.00	4.00
Instill Energy		G	ECr	U	1.00	1.00	1.00
Ironclaw Orcs	U	R	Sum	C	0.50	0.30	↓
Iron Star		A	P	U	1.00	1.00	↑
Ironroot Treefolk		G	Sum	C	0.30	0.20	↓
Island Blue		U	Lnd	C	0.10	0.10	0.10
Island Fish Jasconius		U	Sum	R	4.00	3.00	↓
Island Golden		U	Lnd	C	0.10	0.10	0.10
Island Red		U	Lnd	C	0.10	0.10	0.10
Island Sanctuary		W	E	R	4.10	3.00	↓
Ivory Cup		A	P	U	1.00	1.00	0.50
Ivory Tower		A	C	R	4.00	4.00	3.40
Jade Monolith		A	P	R	3.00	3.00	2.00
Jandor's Saddlebags		A	M	R	3.60	3.00	3.00
Jayemdae Tome		A	M	R	4.30	3.00	↓
Jump		U	Ins	C	0.30	0.20	↓
Junun Efreit	AR	B	Sum	U	4.00	3.50	↓
Karma		W	E	U	1.50	1.00	↓
Keldon Warlord		R	Sum	U	2.00	1.80	1.00
Killer Bees	L	G	Sum	U	7.00	4.80	↓
Kismet		W	E	U	4.00	3.00	3.00
Kormus Bell		A	C	R	4.00	4.00	↓
Land Leeches	D	G	Sum	C	0.30	0.20	↑
Land Tax	L	W	E	R	6.00	6.00	5.00
Leviathan	D	U	Sum	R	8.00	7.00	6.60
Ley Druid		G	Sum	U	1.00	1.00	0.80
Library of Leng		A	C	U	1.00	1.00	0.80
Lifeforce		G	E	U	1.00	1.00	1.00



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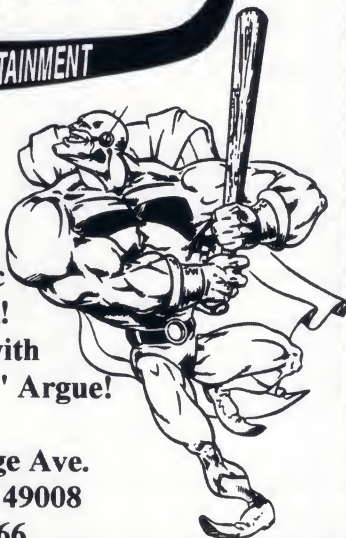
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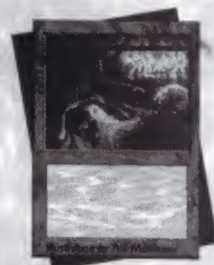
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Mirror Universe 57, Mana Drain 20, Thunder Spirit 22, Moat 30, Ball Lightning 9, Preacher 10

PRICE GUIDE

Lifelace		G	Int	R	3.00	2.30	1.90
Lifetap		U	E	U	1.00	1.00	0.90
Lightning Bolt		R	Ins	C	0.50	0.30	0.20
Living Artifact		G	EArt	R	4.00	3.00	↓ 3.00
Living Lands		G	E	R	5.00	3.00	↓ 3.00
Llanowar Elves		G	Sum	C	0.30	0.30	0.20
Lord of Atlantis		U	Sum	R	8.00	6.00	6.00
Lord of the Pit		B	Sum	R	10.00	9.00	8.00
Lost Soul	L	B	Sum	C	0.30	0.30	↑ 0.20
Lure		G	ECr	U	1.10	1.00	1.00
Magical Hack		U	Int	R	7.00	6.00	5.00
Magnetic Mountain		R	E	R	4.00	3.00	3.00
Mahamoti Djinn		U	Sum	R	8.00	8.00	↑ 7.00
Mana Clash	D	R	Sor	R	4.40	4.00	3.00
Mana Flare		R	E	R	6.00	6.00	↑ 4.50
Mana Short		U	Ins	R	5.00	5.00	↑ 4.00
Mana Vault		A	M	R	4.00	3.00	3.00
Manabarbs		R	E	R	4.00	3.00	↓ 3.00
Marsh Gas	D	B	Ins	C	0.30	0.20	↓ 0.20
Marsh Viper	D	G	Sum	C	0.50	0.30	↑ 0.20
Meekstone		A	C	R	4.80	4.00	3.30
Merfolk of the Pearl Trdt		U	Sum	C	0.30	0.30	0.20
Mesa Pegasus		W	Sum	C	0.30	0.30	0.20
Millstone		A	M	R	3.10	3.00	3.00
Mind Bomb	D	U	Sor	U	2.50	2.00	1.50
Mind Twist		B	Sor	R	5.50	5.00	4.00
Mishra's Factory (Fall)	A	L	Lnd	U	5.50	5.00	↑ 4.00
Mishra's War Machine		A	ACr	R	4.50	3.00	↓ 3.00
Mons's Goblin Raiders		R	Sum	C	0.30	0.30	0.20
Morale	D	W	Ins	C	0.40	0.20	0.20
Mountain Blue		R	Lnd	C	0.10	0.10	0.10
Mountain Brown		R	Lnd	C	0.10	0.10	0.10
Mountain Green Sky		R	Lnd	C	0.20	0.10	0.10
Murk Dwellers	D	B	Sum	C	0.30	0.20	↑ 0.20
Nafs Asp	AR	G	Sum	C	0.50	0.30	↓ 0.20
Nether Shadow		B	Sum	R	4.00	3.00	↓ 3.00
Nevinyrral's Disk		A	M	R	5.00	4.50	↓ 4.00
Nightmare		B	Sum	R	12.00	10.00	9.00
Northern Paladin		W	Sum	R	10.00	8.00	↓ 8.00
Oasis	AR	L	Lnd	U	3.00	3.00	2.00
Obsidian Golem		A	ACr	U	1.00	1.00	1.00
Onulet		A	ACr	R	3.00	2.30	↑ 1.40

MAGIC: THE GATHERING 4TH EDITION

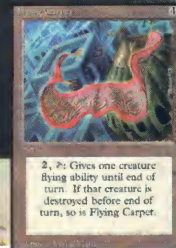
Shivan Dragon		R	Sum	R	19.50	16.75	↑	15.00
Simulacrum		B	Ins	U	1.00	1.00		0.50
Sinbad	AR	U	Sum	U	3.00	3.00	↑	1.50
Siren's Call		U	Ins	U	1.00	1.00		0.80
Sisters of the Flame	D	R	Sum	C	0.50	0.40	↑	0.20
Sleight of Mind		U	Int	R	6.00	5.00		4.50
Smoke		R	E	R	3.90	3.00	↓	2.40
Sorceress Queen		B	Sum	R	6.00	5.00		4.00
Soul Net		A	P	U	1.00	1.00		0.80
Spell Blast		U	Int	C	0.40	0.30		0.20
Spirit Link	L	W	ECr	U	5.90	4.00	↑	3.00
Spirit Shackles	L	B	ECr	U	1.50	1.00		0.80
Stasis		U	E	R	5.00	4.00		4.00
Steal Artifact		U	EArt	U	1.00	1.00		0.80
Stone Giant		R	Sum	U	1.00	1.00		0.80
Stone Rain		R	Sor	C	0.60	0.40	↑	0.20
Stream of Life		G	Sor	C	0.40	0.20	↓	0.20
Strip Mine, hor, un terts	A	L	Lnd	U	8.00	7.00	↓	4.50
Sunglasses of Urza		A	C	R	4.90	4.00	↓	3.30
Sunken City	D	U	E	C	0.40	0.20	↓	0.20
Swamp High Branch		B	Lnd	C	0.10	0.10		0.10
Swamp Low Branch		B	Lnd	C	0.10	0.10		0.10
Swamp Two Branch		B	Lnd	C	0.10	0.10		0.10
Swords to Plowshares		W	Ins	U	1.50	1.00	↓	1.00
Sylvan Library	L	G	E	R	6.00	6.00		4.50
Tawnos's Wand	A	A	M	U	2.50	2.00	↓	1.00
Tawnos's Weaponry	A	A	M	U	2.50	2.00	↓	1.50
Tempest Efreht	L	R	Sum	R	4.90	4.00	↓	4.00
Terror		B	Ins	C	0.40	0.30		0.20
Tetravus	A	A	ACr	R	8.00	7.80	↓	5.50
The Brute	L	R	ECr	C	0.50	0.50	↑	0.20
The Hive		A	M	R	5.00	5.00		4.10
The Rack		A	C	U	2.00	1.80	↑	1.00
Thicket Basilisk		G	Sum	U	3.00	2.30	↑	1.50

CARD NAME	SET	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Orcish Artillery		R	Sum	U	1.00	1.00	↑ 0.70
Orcish Oriflamme		R	E	U	2.00	1.30	↓ 1.00
Ornithopter		A	ACr	U	1.00	1.00	0.60
Osai Vultures	L	W	Sum	U	1.00	1.00	0.80
Paralyze		B	ECr	C	0.40	0.20	↓ 0.20
Pearled Unicorn		W	Sum	C	0.30	0.30	0.20
Personal Incarnation		W	Sum	R	7.60	6.00	↓ 5.30
Pestilence		B	E	C	0.40	0.20	↓ 0.20
Phantasmal Forces		U	Sum	U	1.00	1.00	1.00
Phantasmal Terrain		U	ELnd	C	0.30	0.30	0.20
Phantom Monster		U	Sum	U	1.00	1.00	1.00
Piety	AR	W	Ins	C	0.40	0.30	↓ 0.20
Pikemen	D	W	Sum	C	0.50	0.30	↑ 0.20
Pirate Ship		U	Sum	R	5.00	4.00	↓ 3.50
Pit Scorpion	L	B	Sum	C	0.50	0.40	↑ 0.20
Plague Rats		B	Sum	C	0.40	0.30	0.20
Plains No Trees		W	Lnd	C	0.10	0.10	0.10
Plains Pink Horizon		W	Lnd	C	0.10	0.10	0.10
Plains Trees		W	Lnd	C	0.10	0.10	0.10
Power Leak		U	EE	C	0.30	0.30	0.20
Power Sink		U	Int	C	0.40	0.30	0.20
Power Surge		R	E	R	4.00	3.00	↓ 3.00
Pradesh Gypsies	L	G	Sum	C	0.50	0.30	↑ 0.20
Primal Clay		A	ACr	R	3.00	2.50	↑ 2.00
Prodigal Sorcerer		U	Sum	C	0.50	0.30	0.20
Psionic Entity	L	U	Sum	R	7.00	6.50	↑ 5.50
Psychic Venom		U	ELnd	C	0.30	0.30	0.20
Purelace		W	Int	R	3.00	2.50	↓ 2.00
Pyrotechnics	L	R	Sor	U	3.00	1.80	↓ 1.00
Radjan Spirit	L	G	Sum	U	3.00	3.00	↑ 1.00
Rag Man	D	B	Sum	R	6.00	5.00	↓ 3.50
Raise Dead		B	Sor	C	0.30	0.20	↓ 0.20
Rebirth	L	G	Sor	R	6.00	4.50	↓ 3.50
Red Elemental Blast		R	Int	C	0.40	0.30	0.20
Red Mana Battery	L	A	Art	R	6.50	5.00	4.10
Red Ward		W	ECr	U	1.00	1.00	↑ 0.30
Regeneration		G	ECr	C	0.40	0.20	↓ 0.20
Relic Bind	L	U	EArt	R	4.00	3.00	3.00
Reverse Damage		W	Ins	R	6.00	6.00	5.00
Righteousness		W	Ins	R	6.00	5.50	↓ 5.00
Rod of Ruin		A	M	U	1.00	1.00	0.80
Royal Assassin		B	Sum	R	15.00	12.00	10.75
Samite Healer		W	Sum	C	0.30	0.20	↓ 0.20
Sandstorm	AR	G	Ins	C	0.50	0.40	↓ 0.20
Savannah Lions		W	Sum	R	3.50	3.00	↓ 3.00
Scathe Zombies		B	Sum	C	0.30	0.20	↓ 0.20
Scavenging Ghoul		B	Sum	U	1.00	1.00	0.80
Scrib Sprites		G	Sum	C	0.30	0.20	↓ 0.20
Sea Serpent		U	Sum	C	0.30	0.20	↓ 0.20
Seeker	L	W	ECr	C	0.50	0.40	↑ 0.20
Segovian Leviathan	L	U	Sum	U	3.00	3.00	↑ 2.00
Sengir Vampire		B	Sum	U	4.00	3.00	3.00
Serra Angel		W	Sum	U	6.00	5.00	4.00
Shanodin Dryads		G	Sum	C	0.30	0.20	↓ 0.20
Shapeshifter	A	A	ACr	U	4.00	4.00	3.00
Shatter		R	Ins	C	0.40	0.20	↓ 0.20

CARD NAME	SET	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Thoughtlace		U	Int	R	3.00	2.80	↑ 2.00
Throne of Bone		A	P	U	1.00	1.00	↑ 0.50
Timber Wolves		G	Sum	R	3.80	3.00	↓ 2.90
Time Elemental	L	U	Sum	R	9.50	7.30	↑ 6.30
Titania's Song		G	E	R	3.00	3.00	↑ 2.00
Tranquility		G	Sor	C	0.40	0.20	↓ 0.20
Triskelion	A	A	ACr	R	8.00	7.00	↓ 5.00
Tsunami		G	Sor	U	1.00	1.00	1.00
Tundra Wolves	L	W	Sum	C	0.50	0.30	↑ 0.20
Tunnel		R	Ins	U	1.00	1.00	0.30
Twiddle	U	U	Ins	C	0.70	0.30	↓ 0.20
Uncle Istvan	D	B	Sum	U	2.00	2.00	↑ 1.00
Unholy Strength		B	ECr	C	0.50	0.20	↓ 0.20
Unstable Mutation		U	ECr	C	0.40	0.30	0.20
Unsummon		U	Ins	C	0.40	0.20	↓ 0.20
Untamed Wilds	L	G	Sor	U	2.50	2.00	↑ 1.00
Urza's Avenger	A	A	ACr	R	8.80	7.80	↓ 7.00
Uthden Troll		R	Sum	U	2.00	1.80	↑ 1.40
Vampire Bats	L	B	Sum	C	0.40	0.20	↓ 0.20
Venom	D	G	ECr	C	0.50	0.40	↑ 0.20
Verduran Enchantress		G	Sum	R	5.00	4.00	↓ 3.00
Visions	L	W	Sor	U	3.00	1.50	↓ 1.00
Volcanic Eruption		U	Sor	R	5.00	4.00	↓ 3.00
Wall of Air		U	Sum	U	1.00	1.00	0.60
Wall of Bone		B	Sum	U	1.00	1.00	0.70
Wall of Brambles		G	Sum	U	1.00	1.00	0.70
Wall of Dust	L	R	Sum	U	2.00	1.30	↓ 1.00
Wall of Fire		R	Sum	U	1.00	1.00	0.80
Wall of Ice		G	Sum	U	1.00	1.00	0.50
Wall of Spears	A	A	ACr	C	0.60	0.40	↓ 0.20
Wall of Stone		R	Sum	U	1.00	1.00	0.80
Wall of Swords		W	Sum	U	1.50	1.00	↓ 1.00
Wall of Water		U	Sum	U	1.00	1.00	0.50
Wall of Wood		G	Sum	C	0.30	0.20	↓ 0.20
Wanderlust		G	ECr	U	1.00	1.00	0.50
War Mammoth		G	Sum	C	0.30	0.20	↓ 0.20
Warp Artifact		B	EArt	R	3.00	3.00	2.00
Water Elemental		U	Sum	U	1.00	1.00	0.80
Weakness		B	ECr	C	0.30	0.20	↓ 0.20
Web		G	ECr	R	4.00	3.50	↓ 3.00
Whirling Dervish	L	G	Sum	U	3.80	3.00	2.30
White Knight		W	Sum	U	2.00	2.00	1.50
White Mana Battery	L	A	Art	R	6.10	5.00	4.10
White Ward		W	ECr	U	1.00	1.00	↑ 0.50
Wild Growth		G	ELnd	C	0.40	0.20	↓ 0.20
Will-O-The-Wisp		B	Sum	R	6.30	6.00	↑ 5.00
Winds of Change	L	R	Sor	R	5.00	4.50	↓ 3.50
Winter Blast	L	G	Sor	U	4.00	3.00	2.00
Winter Orb		A	C	R	5.00	3.80	↓ 3.00
Wooden Sphere		A	P	U	1.00	1.00	0.50
Word of Binding	D	B	Sor	C	0.40	0.30	↑ 0.20
Wrath of God		W	Sor	R	6.00	5.50	↓ 5.00
Xenic Poltergeist	A	B	Sum	R	4.00	3.50	↑ 2.00
Yotian Soldier	A	A	ACr	C	0.60	0.40	↓ 0.20
Zephyr Falcon	L	U	Sum	C	0.50	0.30	↑ 0.20
Zombie Master		B	Sum	R	7.00	6.00	6.00



SCRYE PRICE GUIDE



Abu Ja'far	W	Sum	U	15.00	13.00	↓	10.00
Aladdin	R	Sum	U	25.00	20.00	↓	19.50
Aladdin's Lamp	A	M	U	7.30	6.50	↓	6.00
Aladdin's Ring	A	M	U	7.30	7.00	↓	6.30
Ali Baba	R	Sum	U	7.60	7.30	↓	5.80
Ali from Cairo	R	Sum	U	82.50	72.50	↓	63.75
Army of Allah (a)	W	Ins	C	6.00	4.80	↓	4.00
Army of Allah (b)	W	Ins	C	6.00	5.00		4.30
Bazaar of Baghdad	Be	L	U	15.00	13.50	↓	11.75
Bird Maiden (a)	R	Sum	C	3.00	1.90	↓	1.00
Bird Maiden (b)	R	Sum	C	2.60	1.90	↓	1.00
Bottle of Suleiman	A	M	U	10.00	6.30	↓	4.50
Brass Man	A	ACr	U	7.00	4.00		3.00
Camel	W	Sum	C	3.00	3.00		2.00
City in a Bottle	A	C	U	20.00	18.00	↓	13.50
City of Brass	Be	L	U	20.00	20.00	↓	15.00
Cuombajj Witches	B	Sum	C	3.00	3.00		2.20
Cyclone	G	E	U	10.00	8.50	↓	7.00
Dancing Scimitar	A	ACr	U	8.90	7.50	↓	6.70
Dandan	U	Sum	C	3.00	3.00		1.30
Desert	Be	L	C	5.00	5.00		4.50
Desert Nomads	R	Sum	C	4.00	4.00		3.00
Desert Twister	G	Sor	U	6.50	6.00	↓	4.00
Diamond Valley	Be	L	U	45.00	38.75	↓	35.00

MAGIC: ARABIAN NIGHTS

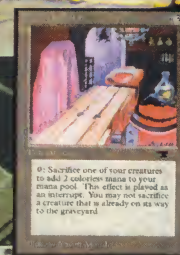
Jihad	W	E	U	42.50	37.50		35.00
Junun Efreet	B	Sum	U	15.00	11.00	↓	10.00
Juzam Djinn	B	Sum	U	72.50	65.00	↑	30.25
Khabal Ghoul	B	Sum	U	36.25	34.50	↑	29.75
King Suleiman	W	Sum	U	18.50	15.00	↑	11.50
Kird Ape	R	Sum	C	2.40	1.80	↓	1.10
Library of Alexandria	Be	L	U	35.00	32.50	↑	27.25
Magnetic Mountain	R	E	U	6.80	6.00	↓	4.10
Merchant Ship	U	Sum	U	8.80	7.00	↓	7.00
Metamorphosis	G	Sor	C	3.00	2.00	↓	1.00
Mijae Djinn	R	Sum	U	9.80	9.00		8.30
Moorish Cavalry (a)	W	Sum	C	5.50	4.80	↓	3.80
Moorish Cavalry (b)	W	Sum	C	5.00	4.50	↓	3.50
Mountain	Be	L	U	4.90	3.80	↓	3.00
Nafs Asp (a)	G	Sum	C	1.60	1.30	↓	1.00
Nafs Asp (b)	G	Sum	C	1.60	1.30	↓	1.00
Oasis	Be	L	U	7.90	6.80	↓	4.50
Old Man of the Sea	U	Sum	U	45.00	37.50		32.50
Oubliette (a)	B	E	C	6.30	5.50	↓	4.80
Oubliette (b)	B	E	C	6.30	5.50	↓	4.80
Piety (a)	W	Ins	C	1.90	1.00	↓	1.00

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Drop of Honey	G	E	U	35.00	30.00	28.00
Ebony Horse	A	M	U	8.00	7.00	↓ 6.00
El-Hajjaj	B	Sum	U	8.10	7.80	↓ 6.80
Elephant Graveyard	Be	L	U	28.00	28.00	↑ 26.25
Erg Raiders (a)	B	Sum	C	2.00	1.80	↓ 1.30
Erg Raiders (b)	B	Sum	C	2.00	1.80	↓ 1.30
Erhnam Djinn	G	Sum	U	21.25	16.50	↑ 15.00
Eye for an Eye	W	Ins	U	9.30	7.80	↓ 6.50
Fishliver Oil (a)	U	ECr	C	2.50	1.50	↓ 1.00
Fishliver Oil (b)	U	ECr	C	2.50	1.50	↓ 1.00
Flying Carpet	A	M	U	6.00	6.00	↓ 4.10
Flying Men	U	Sum	C	4.10	4.00	3.00
Ghazban Ogre	G	Sum	C	3.00	3.00	2.00
Giant Tortoise (a)	U	Sum	C	1.90	1.40	↓ 1.10
Giant Tortoise (b)	U	Sum	C	1.90	1.40	↓ 1.10
Guardian Beast	B	Sum	U	76.25	68.75	↑ 63.50
Hasran Ogress (a)	B	Sum	C	2.50	1.80	↓ 1.00
Hasran Ogress (b)	B	Sum	C	2.10	1.80	↓ 1.00
Hurr Jackal	R	Sum	C	4.00	3.00	3.00
Ifh-Biff Efreet	G	Sum	U	24.25	23.25	19.25
Island Fish Jasconius	U	Sum	U	7.80	7.00	↓ 7.00
Island of Wak-Wak	Be	L	U	40.00	32.00	↓ 29.00
Jandor's Ring	A	M	U	9.00	7.50	↓ 6.50
Jandor's Saddlebags	A	M	U	7.90	6.80	↓ 5.30
Jeweled Bird	A	M	U	10.00	7.50	↓ 7.00

Card Name	Color	Type	Rarity	Upper	Median	Lower	
Piety (b)	W	Ins	C	1.90	1.00	↓	1.00
Pyramids	A	P	U	28.25	25.00	↓	22.50
Repentant Blacksmith	W	Sum	U	15.00	11.00	↓	7.80
Ring of Ma'ruf	A	M	U	37.50	26.25	↓	25.00
Rukh Egg (a)	R	Sum	C	10.00	9.00	↑	6.20
Rukh Egg (b)	R	Sum	C	9.80	7.50	↑	6.00
Sandals of Abdallah	A	M	U	12.50	9.00	↓	8.00
Sandstorm	G	Ins	C	2.30	1.80	↓	1.00
Serendib Djinn	U	Sum	U	20.00	19.00	↑	14.25
Serendib Efreet	U	Sum	U	20.00	15.50	↓	13.50
Shahrazad	W	Sor	U	25.00	19.00	↑	17.25
Sindbad	U	Sum	U	7.50	6.80	↓	6.00
Singing Tree	G	Sum	U	40.00	35.00		33.75
Sorceress Queen	B	Sum	U	11.25	9.00	↓	8.20
Stone-Throwing Devil (a)	B	Sum	C	5.50	3.80	↓	3.30
Stone-Throwing Devil (b)	B	Sum	C	5.50	3.80	↓	3.30
Unstable Mutation	U	ECr	C	1.60	1.40	↓	1.10
War Elephant (a)	W	Sum	C	5.00	4.20	↓	3.10
War Elephant (b)	W	Sum	C	5.00	4.20	↑	3.10
Wyluli Wolf (a)	G	Sum	C	6.00	6.00	↑	4.00
Wyluli Wolf (b)	G	Sum	C	6.00	6.00	↑	4.00
Ydwen Efreet	R	Sum	U	15.00	12.00	↑	10.00
TOTAL				1269.20	1088.90		909.60

a) & b) versions of a card denote a printing change between alpha and beta printings of Arabian Nights. The casting cost background circle is smaller and darker in one version and lighter gray and larger in the second version

SCRYE PRICE GUIDE



0: Sacrifice one of your creatures to add 2 collective mana to your mana pool. This effect is played as an instant. You may not sacrifice a creature that is already on its way to the graveyard.

3: Give target creature +2/+2 until end of turn. Each time you use this ability, you must discard one card or tokens from your hand. Cord Helm cannot be used if you have no cards in your hand.

MAGIC: ANTIQUITIES

Amulet of Kroog	A	M	C	1.00	0.70	↓	0.50
Argvian Archaeologist	W	S	R	35.00	25.00		25.00
Argvian Blacksmith	W	S	U	1.00	1.00		0.60
Argothian Pixies	G	S	C	1.00	1.00		0.60
Argothian Treefolk	G	S	C	1.00	1.00		0.60
Armageddon Clock	A	C	R	6.00	5.00	↓	5.00
Artifact Blast	R	Int	C	1.50	1.00		0.60
Artifact Possession	B	EArt	C	1.00	1.00		0.60
Artifact Ward	W	ECr	C	2.00	1.50	↓	1.00
Ashnod's Altar	A	P	U	4.00	4.00		3.00
Ashnod's Battle Gear	A	M	U	4.00	4.00		3.20
Ashnod's Transmogrant	A	M	U	4.00	4.00		3.00
Atog	R	S	C	1.00	1.00		0.60
Battering Ram	A	ACr	C	1.00	0.60	↓	0.50
Bronze Tablet	A	M	R	11.00	10.00		8.30
Candelabra of Tawnos	A	M	R	30.00	25.00		22.25
Circle of Protection: Artifacts	W	E	U	13.50	10.00		8.80
Citanul Druid	G	S	U	4.00	4.00		3.00
Clay Statue	A	ACr	C	2.00	1.00		0.60
Clockwork Avian	A	ACr	R	15.00	12.00	↓	12.00
Colossus of Sardia	A	ACr	R	20.00	15.00		12.00
Coral Helm	A	P	R	8.50	8.00		7.10
Crumble	G	Ins	C	1.00	1.00		0.60

Ornithopter	A	ACr	C	1.90	1.00		0.60
Phyrexian Gremlins	B	Sum	C	2.00	1.50	↓	1.00
Power Artifact	U	EArt	U	4.00	4.00		3.00
Powerleech	G	E	U	4.00	4.00		4.00
Priest of Yawgmoth	B	Sum	C	1.00	1.00		0.60
Primal Clay	A	ACr	U	4.00	4.00		3.80
Rakalite	A	P	U	4.00	4.00		3.80
Reconstruction	U	Sor	C	1.00	1.00		0.80
Reverse Polarity	W	Ins	C	1.00	1.00		0.80
Rocket Launcher	A	P	U	4.00	4.00		4.00
Sage of Lat-Nam	U	Sum	C	1.00	1.00		0.60
Shapeshifter	A	ACr	R	12.75	10.00		8.60
Shatterstorm	R	Sor	R	7.00	6.00	↓	6.00
Staff of Zegon	A	M	C	1.00	1.00		0.60
Strip Mine, no twr, no hrzn	Be	L	U	12.25	10.00		8.30
Strip Mine, small tower	Be	L	U	12.25	10.00		8.50
Strip Mine, even terraces	Be	L	U	11.50	10.00		7.80
Strip Mine, uneven terraces	Be	L	U	12.00	10.00		8.30
Su-Chi	A	ACr	U	5.00	4.00		4.00
Tablet of Epityr	A	P	C	1.00	1.00		0.60
Tawnos's Coffin	A	M	R	20.00	19.00	↓	17.75

Card Name	Color	Type	Rarity	Upper	Median	Lower
Cursed Rack	A	C	C	4.50	4.00	3.00
Damping Field	W	E	U	4.00	3.00	↓ 3.00
Detonate	R	Sor	U	5.00	4.00	3.00
Drafna's Restoration	U	Sor	C	1.00	1.00	0.60
Dragon Engine	A	ACr	C	1.00	1.00	0.60
Dwarven Weaponsmith	R	Sum	U	3.00	3.00	2.30
Energy Flux	U	E	U	3.00	2.00	↓ 1.50
Feldon's Cane	A	M	U	12.50	10.50	↓ 8.10
Gaea's Avenger	G	Sum	R	19.50	17.00	↓ 16.25
Gate to Phyrexia	B	E	U	4.00	3.60	↓ 3.00
Goblin Artisans	R	Sum	U	3.30	3.00	2.80
Golgothian Sylex	A	M	R	10.00	10.00	9.30
Grapeshot Catapult	A	ACr	C	1.10	0.90	↓ 0.50
Haunting Wind	B	E	U	3.00	3.00	3.00
Hurkyl's Recall	U	Ins	R	8.00	7.50	↓ 5.00
Ivory Tower	A	C	U	6.80	6.00	6.00
Jalum Tome	A	M	R	6.00	6.00	6.00
Martyrs of Korlis	W	Sum	U	5.80	5.00	4.80
Mightstone	A	C	U	4.00	4.00	3.60
Millstone	A	M	U	4.60	4.00	3.50
Mishra's Factory, autumn	Be	L	U	10.75	9.30	↓ 7.60
Mishra's Factory, spring	Be	L	U	10.75	8.50	↓ 8.00
Mishra's Factory, summer	Be	L	U	10.75	9.50	↓ 8.60
Mishra's Factory, winter	Be	L	U	12.00	11.00	↓ 9.00
Mishra's War Machine	A	ACr	R	8.00	6.50	↓ 6.00
Mishra's Workshop	Be	L	R	19.00	15.00	15.00
Obelisk of Undoing	A	M	R	14.75	13.50	↓ 12.00
Onulet	A	ACr	U	3.00	3.00	3.00
Orcish Mechanics	R	Sum	C	1.00	1.00	0.60

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Tawnos's Wand	A	M	U	4.00	4.00	3.00
Tawnos's Weaponry	A	M	U	4.00	4.00	3.00
Tetravus	A	ACr	R	15.00	12.00	↓ 12.00
The Rack	A	C	U	4.00	4.00	3.00
Titania's Song	G	E	U	4.00	3.90	↓ 3.50
Transmute Artifact	U	Sor	U	4.00	4.00	3.00
Triskelion	A	ACr	R	14.50	12.00	↓ 10.00
Urza's Avenger	A	ACr	R	18.00	15.00	↓ 14.75
Urza's Chalice	A	P	C	2.00	1.60	↓ 1.00
Urza's Mine, clawed sphere	Be	L	C	3.80	3.00	1.80
Urza's Mine, mouth	Be	L	C	4.30	3.00	2.50
Urza's Mine, pulley	Be	L	C	3.80	3.00	2.50
Urza's Mine, tower	Be	L	C	3.80	3.00	1.80
Urza's Miter	A	P	R	9.70	7.50	↓ 5.50
Urza's Power Plant, bug	Be	L	C	3.80	3.00	1.80
Urza's Power Plant, colmns	Be	L	C	3.80	3.00	2.50
Urza's Power Plant, sphere	Be	L	C	3.80	3.00	2.00
Urza's Power Plant, pot	Be	L	C	3.80	3.00	2.50
Urza's Tower, forest	Be	L	C	4.00	3.00	2.00
Urza's Tower, mountains	Be	L	C	4.00	3.00	2.50
Urza's Tower, plains	Be	L	C	4.00	3.00	2.50
Urza's Tower, shore	Be	L	C	4.00	3.00	2.50
Wall of Spears	A	ACr	U	4.00	3.50	↓ 1.30
Weakstone	A	C	U	4.00	3.00	3.00
Xenic Poltergeist	B	Sum	U	3.00	3.00	2.50
Yawgmooth Demon	B	Sum	R	20.50	15.00	↓ 15.00
Yotian Soldier	A	ACr	C	2.00	1.50	↓ 0.70
TOTAL				650.85	550.10	476.70

SCRYE PRICE GUIDE

Abomination	B	Sum	U	5.00	4.00	4.00
Acid Rain	U	Sor	R	24.00	18.75	15.00
Active Volcano	R	Ins	C	1.00	0.80	0.60
Adun Oakenshield	Gld	SmL	R	16.00	15.00	12.00
Adventurer's Guildhouse	Be	L	U	4.00	3.50	3.00
Aisling Leprechaun	G	Sum	C	1.00	1.00	0.80
Akron Legionnaire	W	Sum	R	12.75	12.00	10.00
Al-abara's Carpet	Be	A	R	15.00	12.00	10.50
Alabaster Potion	W	Ins	C	1.00	0.80	0.50
Alchor's Tomb	Be	A	R	12.75	12.00	10.00
All Hallow's Eve	B	Sor	R	35.00	30.00	25.00
Amrou Kithkin	W	Sum	C	1.00	0.80	0.50
Angelic Voices	W	E	R	20.00	14.00	12.00
Angus Mackenzie	Gld	SmL	R	15.50	15.00	12.50
Anti-Magic Aura	U	ECr	C	2.00	1.10	1.00
Arboria	G	EW	U	6.00	4.50	4.00
Arcades Sabboth	Gld	Sum	R	35.00	25.00	22.50
Arena of the Ancients	Be	A	R	12.00	10.00	10.00
Avoid Fate	G	Int	C	1.00	1.00	0.50
Axelrod Gunnarson	Gld	SmL	R	15.00	12.75	12.00
Ayesha Tanaka	Gld	SmL	R	15.00	12.00	10.00
Azure Drake	U	Sum	U	6.00	5.00	3.60
Backdraft	R	Ins	U	6.30	4.80	3.80
Backfire	U	ECr	U	5.00	4.00	3.00
Barbary Apes	G	Sum	C	1.00	0.80	0.60
Barktooth Warbeard	Gld	SmL	U	6.80	6.00	4.80
Bartel Runeaxe	Gld	SmL	R	16.00	15.00	11.25
Beasts of Bogardan	R	Sum	U	6.00	5.00	4.00
Black Mana Battery	Be	A	U	7.50	6.00	6.00
Blazing Effigy	R	Sum	C	1.00	1.00	0.60
Blight	B	EL	U	5.00	4.00	3.00
Blood Lust	R	Ins	U	6.80	5.00	4.10
Blue Mana Battery	Be	A	U	7.80	6.00	5.00
Boomerang	U	Ins	C	1.00	1.00	0.50
Boris Devilboon	Gld	SmL	R	15.75	14.00	12.00
Brine Hag	U	Sum	U	6.00	5.00	4.00
Bronze Horse	Be	ACr	R	12.00	11.00	10.00

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Carrian Ants	B	Sum	R	25.00	19.50	16.75
Cat Warriors	G	Sum	C	1.00	0.90	0.80
Cathedral of Serra	Be	L	U	4.00	3.50	3.00
Caverns of Despair	R	EW	R	12.00	10.00	10.00
Chain Lightning	R	Sor	C	2.00	1.80	1.00
Chains of Mephistopheles	B	E	R	16.50	14.00	12.00
Chromium	Gld	SmL	R	33.75	27.50	20.75
Cleanse	W	Sor	R	20.00	18.00	16.00
Clergy of the Holy Nimbus	W	Sum	C	1.00	1.00	0.80
Cocoon	G	ECr	U	5.20	5.00	4.00
Concordant Crossroads	G	EW	R	16.00	15.00	11.50
Cosmic Horror	B	Sum	R	11.75	10.00	10.00
Craw Giant	G	Sum	U	15.00	12.00	9.80
Crevasse	R	E	U	5.00	4.10	4.00
Crimson Kobolds	R	Sum	C	1.00	0.80	0.60
Crimson Manticore	R	Sum	R	10.00	10.00	9.00
Crookshank Kobolds	R	Sum	C	1.00	0.80	0.60
Cyclopean Mummy	B	Sum	C	0.90	0.80	0.50
D'Avenant Archer	W	Sum	C	1.00	1.00	0.50
Dakkon Blackblade	Gld	SmL	R	33.75	26.50	24.25
Darkness	B	Ins	C	1.00	1.00	0.80
Deadfall	G	E	U	5.00	4.00	4.00
Demonic Torment	B	ECr	U	5.00	5.00	4.50
Devouring Deep	U	Sum	C	1.00	0.80	0.50
Disharmony	R	Ins	R	14.00	13.00	12.00
Divine Intervention	W	E	R	15.00	13.00	11.25
Divine Offering	W	Ins	C	1.00	0.80	0.50
Divine Transformation	W	ECr	R	15.00	14.00	12.00
Dream Coat	U	ECr	U	5.00	5.00	4.10
Durkwood Boars	G	Sum	C	1.00	0.80	0.50
Dwarven Song	R	Ins	U	4.00	4.00	4.00
Elder Land Wurm	W	Sum	R	13.25	12.00	11.50
Elder Spawn	U	Sum	R	12.25	10.00	9.80
Elven Riders	G	Sum	R	11.00	9.50	7.00
Emerald Dragonfly	G	Sum	C	1.00	0.80	0.50
Enchanting Being	W	Sum	C	1.00	0.80	0.60
Enchantment Alteration	U	Ins	C	1.40	1.00	0.80
Energy Tap	U	Sor	C	0.90	0.80	0.50
Equinox	W	EL	C	2.00	1.30	0.90
Eternal Warrior	R	ECr	U	5.00	4.00	3.20
Eureka	G	Sor	R	30.00	23.25	20.00
Evil Eye of Orms-By-Gore	B	Sum	U	6.00	5.50	4.00
Fallen Angel	B	Sum	U	11.00	9.50	6.80

MAGIC: LEGENDS

Falling Star	R	Sor	R	15.00	12.00	12.00
Feint	R	Ins	C	1.00	0.90	0.50
Field of Dreams	U	EW	R	12.50	11.00	10.00
Fire Sprites	G	Sum	C	1.00	0.80	0.50
Firestorm Phoenix	R	Sum	R	25.00	24.50	18.00
Flash Counter	U	Int	C	1.00	0.80	0.50
Flash Flood	U	Ins	C	1.00	0.80	0.50
Floral Spuzzem	G	Sum	U	5.90	4.90	4.00
Force Spike	U	Int	C	1.00	0.80	0.50
Forethought Amulet	Be	A	R	15.00	13.00	12.00
Fortified Area	W	E	U	4.00	4.00	2.10
Frost Giant	R	Sum	U	5.00	4.80	4.00
Gabriel Angelfire	Gld	SmL	R	17.75	15.00	14.00
Gaseous Form	U	ECr	C	1.00	0.80	0.50
Gauntlets of Chaos	Be	A	R	18.00	15.00	14.25
Ghosts of the Damned	B	Sum	C	1.00	0.80	0.50
Giant Slug	B	Sum	C	1.00	0.80	0.60
Giant Strength	R	ECr	C	1.00	0.90	0.80
Giant Turtle	G	Sum	C	1.00	0.80	0.60
Glyph of Delusion	U	Ins	C	1.00	0.80	0.50
Glyph of Destruction	R	Ins	C	1.00	0.80	0.50
Glyph of Doom	B	Ins	C	1.00	0.80	0.50
Glyph of Life	W	Ins	C	1.00	0.80	0.50
Glyph of Reincarnation	G	Ins	C	1.00	0.80	0.50
Gosta Dirk	Gld	SmL	R	15.00	13.50	11.25
Gravity Sphere	R	EW	R	23.00	20.00	18.00
Great Defender	W	Ins	U	4.00	4.00	3.50
Great Wall	W	E	U	4.00	4.00	3.00
Greater Realm of Preservatwn	W	E	U	9.80	8.00	7.60
Greed	B	E	R	10.00	10.00	9.30
Green Mana Battery	Be	A	U	8.00	6.00	6.00
Gwendlyn Di Corci	Gld	SmL	R	15.00	15.00	12.00

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Halfdane	Gld	SmL	R	15.75	14.00	11.00
Hammerheim	Be	LL	U	5.00	5.00	4.00
Hazezon Tamar	Gld	SmL	R	22.75	18.00	15.00
Headless Horseman	B	Sum	C	1.00	1.00	0.80
Heaven's Gate	W	Ins	U	4.60	4.00	3.40
Hell Swarm	B	Ins	C	1.00	1.00	0.90
Hell's Caretaker	B	Sum	R	24.00	22.00	17.50
Hellfire	B	Sor	R	24.75	19.50	15.75
Holy Day	W	Ins	C	1.00	1.00	0.80
Horn of Deafening	Be	A	R	12.00	10.00	10.00
Hornet Cobra	G	Sum	C	1.00	1.00	0.80
Horror of Horrors	B	E	U	5.90	5.00	4.60
Hunding Gjornersen	Gld	SmL	U	7.00	6.00	5.80
Hyperion Blacksmith	R	Sum	U	6.40	5.00	4.00
Ichneumon Druid	G	Sum	U	5.00	5.00	4.00
Immolation	R	ECr	C	1.00	0.80	0.50
Imprison	B	ECr	R	12.25	11.00	10.00
In the Eye of Chaos	U	EW	R	14.25	12.00	11.00
Indestructible Aura	W	Ins	C	1.00	0.80	0.60
Infernal Medusa	B	Sum	U	8.00	7.30	6.80
Infinite Authority	W	ECr	R	14.00	12.00	12.00
Invoke Prejudice	U	E	R	19.25	16.00	14.00
Ivory Guardians	W	Sum	U	5.90	5.00	4.30
Jacques le Vert	Gld	SmL	R	17.25	15.00	12.25
Jasmine Boreal	Gld	SmL	U	6.00	5.50	4.80
Jedit Ojanen	Gld	SmL	U	6.00	6.00	5.50
Jerrard of the Closed Fist	Gld	SmL	U	6.60	6.00	5.00
Johan	Gld	SmL	R	24.50	17.75	15.50
Jovial Evil	B	Sor	R	16.25	15.00	12.50
Juxtapose	U	Sor	R	15.00	11.50	10.00
Karakas	Be	LL	U	5.50	5.00	4.00
Kasimir the Lone Wolf	Gld	SmL	U	6.00	4.80	4.00
Keepers of the Faith	W	Sum	C	1.00	0.90	0.60
Kei Takahashi	Gld	SmL	R	15.00	12.50	10.00
Killer Bees	G	Sum	R	20.00	17.00	10.00
Kismet	W	E	U	8.00	7.00	4.50
Knowledge Vault	Be	A	R	12.50	10.50	9.00
Kobold Drill Sergeant	R	Sum	U	10.00	6.30	5.00
Kobold Overlord	R	Sum	R	15.00	15.00	12.50
Kobold Taskmaster	R	Sum	U	8.00	7.00	6.00
Kobolds of Kher Keep	R	Sum	C	1.00	0.90	0.60
Kry Shield	Be	A	U	5.00	4.00	3.30
Lady Caleria	Gld	SmL	R	16.00	14.00	12.00
Lady Evangela	Gld	SmL	R	15.25	13.00	11.75

SCRYE PRICE GUIDE



Land Orca	Gld	SmL	U	6.00	6.00	6.00
Land Equilibrium	U	E	R	15.00	12.00	11.50
Land Tax	W	E	U	8.00	7.00	7.00
Land's Edge	R	EW	R	19.00	15.00	12.00
Lesser Werewolf	B	Sum	U	5.80	4.50	4.00
Life Chisel	Be	A	U	5.00	4.50	4.00
Life Matrix	Be	A	R	15.00	14.00	12.00
Lifeblood	W	E	R	15.00	12.00	11.00
Living Plane	G	EW	R	22.00	15.00	12.00
Livonya Silone	Gld	SmL	R	17.25	15.50	12.00
Lord Magnus	Gld	SmL	U	7.00	6.00	6.00
Lost Soul	B	Sum	C	1.00	0.80	0.50
Mana Drain	U	Int	U	22.00	14.50	10.00
Mana Matrix	Be	A	R	15.00	14.00	12.00
Marble Priest	Be	ACr	U	5.20	5.00	4.40
Marhault Elsdragon	Gld	SmL	U	6.00	5.00	4.00
Master of the Hunt	G	Sum	R	28.00	25.00	23.50
Mirror Universe	Be	A	R	70.00	50.00	40.00
Moat	W	E	R	30.00	24.50	19.75
Mold Demon	B	Sum	R	12.00	10.50	9.80
Moss Monster	G	Sum	C	1.00	0.80	0.50
Mountain Stronghold	Be	L	U	4.00	3.50	3.00
Mountain Yeti	R	Sum	U	5.00	4.30	3.80
Nebuchadnezzar	Gld	SmL	R	20.00	15.00	14.00
Nether Void	B	EW	R	18.00	16.00	15.00
Nicol Bolas	Gld	SmL	R	35.00	27.50	22.75
North Star	Be	A	R	17.00	15.00	14.50
Nova Pentacle	Be	A	R	17.00	15.00	13.00
Osai Vultures	W	Sum	C	1.00	1.00	0.80
Palladia-Mors	Gld	SmL	R	35.25	25.00	20.75
Part Water	U	Sor	U	4.50	4.00	3.30
Pavel Maliki	Gld	SmL	U	6.00	6.00	5.50
Pendelhaven	Be	LL	U	6.00	4.50	4.00
Petra Sphinx	W	Sum	R	14.25	12.00	9.50
Pit Scorpion	B	Sum	C	1.00	0.80	0.50
Pixie Queen	G	Sum	R	16.00	13.00	11.00
Planar Gate	Be	A	R	15.25	15.00	12.00

MAGIC: LEGENDS

Shimian Night Stalker	B	Sum	U	6.00	6.00	4.30
Silhouette	U	Ins	U	4.00	4.00	3.00
Sir Shandlar of Ebery	Gld	SmL	U	6.00	6.00	4.50
Sivitri Scarzam	Gld	SmL	U	6.50	6.00	4.50
Sol'kanar the Swamp King	Gld	SmL	R	25.00	20.25	15.00
Spectral Cloak	U	ECr	U	10.00	8.30	7.50
Spinal Villian	R	Sum	R	18.50	15.50	15.00
Spirit Link	W	ECr	U	14.00	9.30	8.00
Spirit Shackle	B	ECr	C	1.00	0.80	0.50
Spiritual Sanctuary	W	E	R	15.00	12.00	10.75
Stangg	Gld	SmL	R	15.00	12.00	10.00
Storm Seeker	G	Ins	U	10.00	9.00	8.00
Storm World	R	EW	R	12.75	11.00	9.80
Subdue	G	Ins	C	1.00	0.90	0.50
Sunastian Falconer	Gld	SmL	U	7.00	6.00	6.00
Sword of the Ages	Be	A	R	30.00	28.00	25.00
Sylvan Library	G	E	U	8.00	7.30	6.00
Sylvan Paradise	G	Ins	U	5.00	4.40	4.00
Syphon Soul	B	Sor	C	1.00	1.00	0.80
Takklemaggot	B	ECr	U	5.00	4.60	3.60
Telekinesis	U	Ins	R	13.00	11.50	10.00
Teleport	U	Ins	R	13.00	10.00	10.00
Tempest Efreet	R	Sum	R	10.00	10.00	8.80
Tetsuo Umezawa	Gld	SmL	R	17.75	16.00	15.00
The Abyss	B	EW	R	32.50	28.00	18.25
The Brute	R	ECr	C	1.00	0.80	0.50
The Lady of the Mountain	Gld	SmL	U	6.00	6.00	5.80
The Tabernacle/Pendrell Vale	Be	LL	R	25.00	19.50	15.75
The Wretched	B	Sum	R	30.00	25.50	25.00
Thunder Spirit	W	Sum	R	26.75	22.50	17.50
Time Elemental	U	Sum	R	25.00	20.00	15.00
Tobias Andrian	Gld	SmL	U	6.00	5.40	4.00

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Pradesh Gypsies	G	Sum	U	4.00	4.00	1.90
Presence of the Master	W	E	U	7.50	6.00	5.00
Primordial Ooze	R	Sum	U	5.00	4.30	3.80
Princess Lucrezia	Gld	SmL	U	6.60	6.00	5.00
Psionic Entity	U	Sum	R	12.00	10.00	9.00
Psychic Purge	U	Sor	C	1.50	1.00	1.00
Puppet Master	U	ECr	U	5.00	5.00	3.80
Pyrotechnics	R	Sor	C	1.00	1.00	0.60
Quagmire	B	E	U	4.80	4.00	3.30
Quarum Trench Gnomes	R	Sum	R	12.25	10.50	10.00
Rabid Wombat	G	Sum	U	12.00	10.50	7.90
Radjan Spirit	G	Sum	U	5.00	4.50	4.00
Raging Bull	R	Sum	C	1.00	0.90	0.60
Ragnar	Gld	SmL	R	14.00	13.00	10.50
Ramirez DePietro	Gld	SmL	U	7.00	6.00	6.00
Ramses Overdark	Gld	SmL	R	18.00	15.50	15.00
Rapid Fire	W	Ins	R	12.00	10.00	9.00
Rasputin Dreamweaver	Gld	SmL	R	17.25	15.00	13.50
(Ac)rathi Berserker	R	Sum	U	5.80	5.00	4.50
Rebirth	G	Sor	R	10.00	10.00	8.00
Recall	U	Sor	R	20.00	15.00	12.00
Red Mana Battery	Be	A	U	7.50	6.00	5.00
Reincarnation	G	Ins	U	5.10	5.00	4.00
Relic Barrier	Be	A	U	5.90	5.00	4.10
Relic Bind	U	EArt	U	5.00	4.00	3.50
Remove Enchantments	W	Ins	C	1.00	1.00	0.60
Remove Soul	U	Int	C	1.00	0.80	0.50
Reset	U	Int	U	7.50	6.00	5.30
Revelation	G	EW	R	17.50	13.00	10.00
Reverberation	U	Ins	R	17.50	13.00	11.50
Righteous Avengers	W	Sum	U	5.00	5.00	4.00
Ring of Immortals	Be	A	R	17.00	13.50	11.25
Riven Turnbull	Gld	SmL	U	7.00	6.00	5.60
Rohgahh of Kher Keep	Gld	SmL	R	21.00	16.00	15.00
Rubinia Soulsinger	Gld	SmL	R	20.00	18.75	17.50
Rust	G	Int	C	1.00	0.90	0.50
Sea King's Blessing	U	Ins	U	4.00	4.00	3.00
Seafarer's Quay	Be	L	U	4.00	3.00	3.00
Seeker	W	ECr	U	4.30	4.00	2.50
Segovian Leviathan	U	Sum	U	5.00	4.00	3.00
Sentinel	Be	ACr	R	14.00	12.00	9.50
Serpent Generator	Be	A	R	25.00	19.25	15.50
Shelkin Brownie	G	Sum	C	1.00	0.80	0.50
Shield Wall	W	Ins	U	4.00	4.00	2.50

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Tolaria	Be	LL	U	5.30	4.00	3.90
Tor Wauki	Gld	SmL	U	6.00	5.00	4.00
Torsten Von Ursus	Gld	SmL	U	6.00	6.00	4.00
Touch of Darkness	B	Ins	U	5.00	4.50	4.00
Transmutation	B	Ins	C	1.00	1.00	0.50
Triassic Egg	Be	A	R	15.00	10.50	10.00
Tuknir Deathlock	Gld	SmL	R	16.50	15.00	12.00
Tundra Wolves	W	Sum	C	1.00	0.90	0.50
Typhoon	G	Sor	R	13.75	12.00	10.00
Undertow	U	E	U	5.00	4.30	3.00
Underworld Dreams	B	E	U	18.50	14.00	12.00
Unholy Citadel	Be	L	U	4.00	3.00	3.00
Untamed Wilds	G	Sor	U	5.00	4.30	3.80
Ur-Drago	Gld	SmL	R	18.00	15.00	12.75
Urborg	Be	LL	U	5.00	4.00	4.00
Vaeictis Asmadi	Gld	SmL	R	30.00	25.00	21.75
Vampire Bats	B	Sum	C	1.00	0.80	0.50
Venarian Gold	U	ECr	C	1.00	1.00	0.80
Visions	W	Sor	U	5.90	5.00	4.00
Voodoo Doll	Be	A	R	12.25	11.00	8.00
Walking Dead	B	Sum	C	1.00	0.80	0.50
Wall of Caltrops	W	Sum	C	1.00	0.80	0.70
Wall of Dust	R	Sum	U	4.00	4.00	3.00
Wall of Earth	R	Sum	C	1.00	0.80	0.80
Wall of Heat	R	Sum	C	1.00	0.90	0.70
Wall of Light	W	Sum	U	4.00	4.00	3.00
Wall of Opposition	R	Sum	R	11.00	10.00	9.00
Wall of Putrid Flesh	B	Sum	U	6.00	5.00	4.00
Wall of Shadows	B	Sum	C	1.00	1.00	0.80
Wall of Tombstones	B	Sum	U	5.00	4.80	4.00
Wall of Vapor	U	Sum	C	1.00	0.80	0.80
Wall of Wonder	U	Sum	U	5.00	5.00	4.00
Whirling Dervish	G	Sum	U	7.80	7.00	4.50
White Mana Battery	Be	A	U	8.00	6.50	5.00
Willow Satyr	G	Sum	R	14.75	12.00	12.00
Winds of Change	R	Sor	U	6.00	5.50	4.90
Winter Blast	G	Sor	R	12.00	11.00	10.00
Wolverine Pack	G	Sum	C	1.00	1.00	0.80
Wood Elemental	G	Sum	R	13.00	11.00	10.00
Xira Arien	Gld	SmL	R	15.00	12.50	12.00
Zephyr Falcon	U	Sum	C	1.00	0.80	0.70

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Amnesia	U	Sor	U	4.30	3.30	↓	2.50
Angry Mob	W	Sum	U	4.50	3.60	↓	1.00
Apprentice Wizard	U	Sum	R	5.00	3.00	↓	3.00
Ashes to Ashes	B	Sor	C	0.80	0.50	↓	0.30
Ball Lightning	R	Sum	R	11.50	10.00		10.00
Banshee	B	Sum	U	4.00	3.00		1.00
Barl's Cage	A	Art	R	6.00	5.00	↓	4.50
Blood Moon	R	E	R	9.30	8.00	↓	7.80
Blood of the Martyr	W	Ins	U	4.00	2.80	↓	1.00
Bog Imp	B	Sum	C	0.30	0.30	↓	0.20
Bog Rats	B	Sum	C	0.60	0.40	↓	0.10
Bone Flute	A	Art	U	3.80	3.00		1.10
Book of Rass	A	Art	U	3.00	2.50	↓	1.10
BrainWash	W	E	C	0.50	0.30	↓	0.20
Brothers of Fire	R	Sum	U	3.00	2.50	↓	1.00
Carnivorous Plant	G	Sum	C	1.00	0.30	↓	0.20
Cave People	R	Sum	U	1.90	1.00	↓	0.70
City of Shadows	L	L	R	6.00	6.00	↓	4.00
Cleansing	W	Sor	R	7.00	6.00	↓	5.00
Coal Golem	A	Art	U	4.00	3.00	↓	2.00
Curse Artifact	B	E	U	3.00	2.00	↓	1.00
Dance of Many	U	E	R	7.00	6.00	↓	3.00
Dark Heart of the Wood	Gld	Sum	C	1.00	0.50	↓	0.30
Dark Sphere	A	Art	U	3.50	3.00	↓	1.00
Deep Water	U	E	C	0.80	0.50	↓	0.30
Diabolic Machine	A	Art	U	3.00	1.60	↓	1.00
Drowned	U	Sum	C	0.80	0.30	↓	0.20
Dust to Dust	W	Sor	C	0.80	0.30	↓	0.20
Eater of the Dead	B	Sum	U	4.60	3.40	↓	2.50
Electric Eel	U	Sum	U	2.00	1.60	↓	1.00
Elves of Deep Shadows	G	Sum	U	3.00	2.00	↓	1.90

MAGIC: THE DARK

Mana Clash	R	Sor	R	5.30	5.00		4.40
Mana Vortex	U	E	R	6.00	6.00		5.00
Marsh Gas	B	Ins	C	0.50	0.30	↓	0.20
Marsh Goblins	Gld	Sum	C	0.80	0.60	↓	0.30
Marsh Viper	G	Sum	C	0.60	0.30	↓	0.20
Martyr's Cry	W	Sor	R	6.00	4.60	↓	4.50
Maze of Ith	L	L	U	7.50	6.50	↑	5.50
Merfolk Assassin	U	Sum	U	6.00	5.00		4.00
Mind Bomb	U	Sor	R	5.60	4.30	↓	3.60
Miracle Worker	W	Sum	C	0.80	0.30	↓	0.30
Morale	W	Ins	C	0.30	0.20	↓	0.20
Murk Dwellers	B	Sum	C	0.50	0.30	↓	0.20
Nameless Race	B	Sum	R	8.00	6.00		5.50
Necropolis	A	Art	U	3.30	2.50	↓	1.20
Niall Silvain	G	Sum	R	6.00	6.00		5.10
Orc General	R	Sum	U	4.00	2.00		1.00
People of the Woods	G	Sum	U	3.00	3.00		1.50
Pikemen	W	Sum	C	0.40	0.30	↓	0.20
Preacher	W	Sum	R	13.50	12.00		9.80
Psychic Allergy	U	E	R	8.00	6.50	↓	5.00
Rag Man	B	Sum	R	7.30	6.10	↓	5.80
Reflecting Mirror	A	Art	U	5.00	4.00		3.00
Riptide	U	Ins	C	0.60	0.40	↓	0.20
Runesword	A	Art	U	2.90	1.50	↓	1.10
SafeHaven	L	L	R	7.50	6.00	↓	6.00
Savaen Elves	G	Sum	C	0.80	0.50	↓	0.20
Scarecrow	A	Art	U	5.00	4.30	↓	3.00

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Erosion	U	E	C	0.70	0.30 ↓	0.20
Eternal Flame	R	Sor	R	6.30	4.80 ↓	4.00
Exorcist	W	Sum	R	10.00	8.80 ↓	8.00
Fasting	W	E	U	3.00	2.50 ↓	1.00
Fellwar Stone	A	Art	U	4.00	3.50 ↓	2.00
Festival	W	Ins	C	0.90	0.40 ↓	0.30
Fire and Brimstone	W	Ins	U	2.60	1.80 ↓	1.20
Fire Drake	R	Sum	U	3.80	2.80 ↓	1.00
Fissure	R	Ins	C	0.80	0.40 ↓	0.20
Flood	U	E	U	3.00	2.80 ↓	1.60
Fountain of Youth	A	Art	U	4.00	3.00 ↓	1.50
Frankenstein's Monster	B	Sum	R	11.50	9.00 ↓	8.00
Gaea's Touch	G	E	C	1.00	0.50 ↓	0.30
Ghost Ship	U	Sum	C	0.80	0.60 ↓	0.30
Giant Shark	U	Sum	C	0.60	0.30 ↓	0.20
Goblin Caves	R	E	C	0.80	0.60 ↓	0.30
Goblin Digging Team	R	Sum	C	0.80	0.30 ↓	0.30
Goblin Hero	R	Sum	C	0.80	0.30 ↓	0.30
Goblin Rock Sled	R	Sum	C	0.50	0.30 ↓	0.20
Goblin Shrine	R	E	C	0.80	0.50 ↓	0.30
Goblin Wizard	R	Sum	R	9.00	7.50 ↓	7.00
Goblins of the Flarg	R	Sum	C	0.60	0.30 ↓	0.20
Grave Robbers	B	Sum	R	6.80	5.80 ↓	5.00
Hidden Path	G	E	R	7.90	6.00 ↓	5.60
Holy Light	W	Ins	C	1.00	0.50 ↓	0.20
Inferno	R	Ins	R	6.80	6.00 ↓	6.00
Inquisition	B	Sor	C	0.80	0.30 ↓	0.30
Knights of Thorn	W	Sum	R	7.30	6.30 ↑	5.40
Land Leeches	G	Sum	C	0.40	0.20 ↓	0.20
Leviathan	U	Sum	R	9.90	9.00 ↓	7.80
Living Armor	A	Art	U	3.00	2.50 ↓	1.00
Lurker	G	Sum	R	6.00	5.00	4.80

Card Name	Color	Type	Rarity	Upper	Median	Lower
Scarwood Bandits	G	Sum	R	8.00	6.00 ↓	5.00
Scarwood Goblins	Gld	Sum	C	1.40	0.70 ↓	0.30
Scarwood Hag	G	Sum	U	2.30	1.70 ↓	0.90
Scavenger Folk	G	Sum	C	0.80	0.50 ↓	0.20
Season of the Witch	B	E	R	6.30	5.70 ↓	4.80
Sisters of the Flame	R	Sum	U	2.30	1.40 ↓	1.00
Skull of Orm	A	Art	U	4.80	4.00	3.30
Sorrow's Path	L	L	R	5.00	4.50 ↓	4.00
Splitting Slug	G	Sum	U	1.90	1.50 ↓	0.80
Squire	W	Sum	C	0.80	0.50 ↓	0.20
Standing Stones	A	Art	U	3.00	2.50 ↓	1.00
Stone Calendar	A	Art	R	10.00	6.80 ↓	6.00
Sunken City	U	E	C	0.40	0.30 ↓	0.20
Tangle Kelp	U	E	U	2.00	1.50 ↓	1.30
The Fallen	B	Sum	U	3.00	2.00 ↓	1.50
Tivadar's Crusade	W	Sor	U	3.50	3.00 ↓	2.00
Tormod's Crypt	A	Art	U	3.10	1.80 ↓	1.00
Tower of Coirall	A	Art	U	3.80	2.80 ↓	1.30
Tracker	G	Sum	R	8.00	7.50 ↑	6.60
Uncle Istvan	B	Sum	U	4.80	4.00	2.80
Venom	G	E	C	1.00	0.80 ↓	0.30
Wand of Ith	A	Art	U	3.10	2.10 ↓	1.00
War Barge	A	Art	U	5.00	3.50 ↓	3.00
Water Wurm	U	Sum	C	0.80	0.30 ↓	0.20
Whippoorwill	G	Sum	U	3.30	2.50 ↓	1.00
Witch Hunter	W	Sum	R	9.50	8.00	7.30
Word of Binding	B	Sor	C	0.60	0.40 ↓	0.20
Worms of the Earth	B	E	R	7.00	6.00 ↓	5.00
Wormwood Treefolk	G	Sum	R	5.80	4.80 ↓	4.10
TOTAL				452.70	360.20	277.10

TOTAL 452.70 360.20 277.10

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SCRYE PRICE GUIDE

Aeolipile	Be	R	4.00	3.00	3.00
Armor Thrull-Dagger	B	C	0.30	0.30	↑ 0.20
Armor Thrull-Sewer	B	C	0.30	0.30	↑ 0.20
Armor Thrull-Spikes	B	C	0.30	0.30	↑ 0.20
Armor Thrull-Sword	B	C	0.30	0.30	↑ 0.20
Balm of Restoration	Be	R	3.30	3.00	1.90
Basal Thrull-Blue face	B	C	0.30	0.30	↑ 0.20
Basal Thrull-Nose	B	C	0.30	0.30	↑ 0.20
Basal Thrull-sunbeams	B	C	0.30	0.30	↑ 0.20
Basal Thrull-Hanging	B	C	0.30	0.30	↑ 0.20
Bottomless Vault	L	R	5.00	4.00	3.00
Brassclaw Orcs-Dance	R	C	0.30	0.30	↑ 0.20
Brassclaw Orcs-Pike	R	C	0.30	0.30	↑ 0.20
Brassclaw Orcs-Pointing	R	C	0.30	0.30	↑ 0.20
Brassclaw Orcs-Winged Helm	R	C	0.30	0.30	↑ 0.20
Breeding Pit	B	U	4.00	3.00	↑ 2.00
Combat Medic-Armband	W	C	0.30	0.30	0.20
Combat Medic-Mystic	W	C	0.30	0.30	0.20
Combat Medic-Pikemen	W	C	0.30	0.30	0.20
Combat Medic-Riding	W	C	0.30	0.30	0.20
Conch Horn	Be	R	4.00	3.00	3.00
Deep Spawn	U	U	3.50	3.00	↑ 2.00
Delif's Cone	Be	C	2.00	0.80	0.50
Delif's Cube	Be	R	5.00	3.00	↓ 3.00
Derelor	B	R	5.00	4.00	4.00
Draconian Cylix	Be	R	5.00	4.00	3.00
Dwarven Armorer	R	R	5.00	3.00	3.00
Dwarven Catapult	R	U	2.00	1.00	1.00
Dwarven Hold	L	R	5.00	4.00	3.00
Dwarven Lieutenant	R	U	2.00	1.00	1.00
Dwarven Ruins	L	U	3.00	2.00	2.00
Dwarven Soldier-Blur	R	C	0.30	0.30	↑ 0.20
Dwarven Soldier-Dragon	R	C	0.30	0.30	↑ 0.20
Dwarven Soldier-Two	R	C	0.30	0.30	↑ 0.20
Ebon Praetor	B	R	6.00	5.00	5.00
Ebon Stronghold	L	U	3.00	3.00	↑ 2.00
Elven Fortress-Gate	G	C	0.30	0.30	0.20
Elven Fortress-Hut	G	C	0.30	0.30	0.20
Elven Fortress-Path	G	C	0.30	0.30	0.20
Elven Fortress-Stream	G	C	0.30	0.30	0.20
Elven Lyre	Be	R	5.00	3.50	↓ 3.00
Elvish Farmer	G	R	4.00	4.00	4.00

CARD NAME	COLOR	RARITY	UPPER	MEDIAN	LOWER
Elvish Hunter-Kneeling	G	C	0.30	0.30	0.20
Elvish Hunter-Profile	G	C	0.30	0.30	0.20
Elvish Hunter-Torso	G	C	0.30	0.30	0.20
Elvish Scout-Female	G	C	0.30	0.30	0.20
Elvish Scout-Green	G	C	0.30	0.30	0.20
Elvish Scout-Orange	G	C	0.30	0.30	↑ 0.20
Farrel's Mantle	W	U	2.00	2.00	↑ 1.00
Farrel's Zealot-Knives	W	C	0.40	0.30	↓ 0.20
Farrel's Zealot-Bald Man	W	C	0.40	0.30	↓ 0.20
Farrel's Zealot-White hair	W	C	0.40	0.30	↓ 0.20
Farrelite Priest	W	U	2.00	1.00	1.00
Feral Thallid	G	U	3.00	2.00	↑ 1.00
Fungal Bloom	G	R	6.30	4.80	↑ 3.80
Goblin Chirurgeon-Cutting leg	R	C	0.50	0.30	↓ 0.20
Goblin Chirurgeon-Elf	R	C	0.50	0.30	↓ 0.20
Goblin Chirurgeon-Needle	R	C	0.50	0.30	↓ 0.20
Goblin Flotilla	R	R	5.30	4.00	3.00
Goblin Grenade-Dwarf	R	C	0.50	0.30	↓ 0.20
Goblin Grenade-Fireworks	R	C	0.50	0.30	↓ 0.20
Goblin Grenade-Spike	R	C	0.50	0.30	↓ 0.20
Goblin Kites	R	U	2.00	1.00	↑ 0.80
Goblin War Drums-Hair tied up	R	C	0.50	0.30	0.20
Goblin War Drums-Big drum	R	C	0.50	0.30	0.20
Goblin War Drums-blur	R	C	0.50	0.30	0.20
Goblin War Drums-Skull drums	R	C	0.50	0.30	0.20
Goblin Warrens	R	R	7.30	5.00	↑ 3.80
Hand of Justice	W	R	8.30	7.00	↑ 5.50
Havenwood Battleground	L	U	3.00	3.00	3.00
Heroism	W	U	2.00	1.00	1.00
High Tide-Blur	U	C	0.30	0.30	0.20
High Tide-Merfolk	U	C	0.30	0.30	0.20
High Tide-Sea Life	U	C	0.30	0.30	0.20
Hollow Trees	L	R	5.00	4.00	3.00
Homarid-Eye Stalks	U	C	0.30	0.30	↑ 0.20
Homarid-Open Claws	U	C	0.30	0.30	↑ 0.20
Homarid-Pikeman	U	C	0.30	0.30	↑ 0.20
Homarid-Lobster	U	C	0.30	0.30	↑ 0.20
Homarid Shaman	U	C	3.00	0.90	↑ 0.40
Homarid Spawning Bed	U	U	3.00	1.00	1.00
Homarid Warrior-Brown	U	C	0.40	0.30	↓ 0.20
Homarid Warrior-Serpent	U	C	0.40	0.30	↓ 0.20
Homarid Warrior-Shell	U	C	0.40	0.30	↓ 0.20
Hymn to Tourach-Circle	B	C	0.40	0.30	↓ 0.20
Hymn to Tourach-Cape	B	C	0.40	0.30	↓ 0.20
Hymn to Tourach-Table	B	C	0.40	0.30	↓ 0.20
Hymn to Tourach-Wolf	B	C	0.40	0.30	↓ 0.20
Icatian Infantry-Crosses	W	C	0.30	0.30	0.20
Icatian Infantry-Halberds	W	C	0.30	0.30	0.20
Icatian Infantry-Horns	W	C	0.30	0.30	0.20
Icatian Infantry-Shields	W	C	0.30	0.30	0.20
Icatian Javelineers-Chest	W	C	0.30	0.30	0.20
Icatian Javelineers-Clothes	W	C	0.30	0.30	0.20
Icatian Javelineers-Red Hair	W	C	0.30	0.30	0.20
Icatian Lieutenant	R	R	4.30	3.00	2.80
Icatian Moneychanger-Scale	W	C	0.30	0.30	0.20
Icatian Moneychanger-Chest	W	C	0.30	0.30	0.20

MAGIC: FALLEN EMPIRES

Icatian Moneychanger-Blurred	W	C	0.30	0.30	0.10
Icatian Phalanx	W	U	2.00	1.00	1.00
Icatian Priest	W	U	2.00	2.00	↑ 1.00
Icatian Scout-Cliffs	W	C	0.40	0.30	↓ 0.10
Icatian Scout-Grass	W	C	0.40	0.30	↓ 0.10
Icatian Scout-Forest	W	C	0.40	0.30	↓ 0.10
Icatian Scout-Wings	W	C	0.40	0.30	↓ 0.10
Icatian Skirmishers	W	R	6.00	5.00	↑ 4.00
Icatian Store	W	R	5.00	4.00	3.00
Icatian Town	L	R	6.00	5.00	↑ 4.00
Implements of Sacrifice	Be	R	4.00	4.00	3.00
Initiates of the Ebon Hand-Lady	B	C	0.40	0.30	↓ 0.10
Initiates of the Ebon Hand-Eye	B	C	0.40	0.30	↓ 0.10
Initiates of the Ebon Hand-Mob	B	C	0.40	0.30	↓ 0.10
Merseine-Cage	U	C	0.30	0.30	0.10
Merseine-Net	U	C	0.30	0.30	0.10
Merseine-Fish	U	C	0.30	0.30	0.10
Merseine-Throwing Net	U	C	0.30	0.30	0.10
Mindstab Thrull-Old Man	B	C	0.30	0.30	0.10
Mindstab Thrull-Running	B	C	0.30	0.30	0.10
Mindstab Thrull-Arms	B	C	0.30	0.30	0.10
Necrite-Green	B	C	0.40	0.30	↓ 0.10
Necrite-Sea Monkeys	B	C	0.40	0.30	↓ 0.10
Necrite-Tongue	B	C	0.40	0.30	↓ 0.10
Night Soil-Blur	G	C	0.30	0.30	0.10
Night Soil-Fungus	G	C	0.30	0.30	0.10
Night Soil-Rake	G	C	0.30	0.30	0.10
Orcish Captain	R	U	2.00	1.00	1.00
Orcish Spy-Telescope	R	C	0.40	0.30	0.10
Orcish Spy-Map	R	C	0.40	0.30	0.10
Orcish Spy-Eye patch	R	C	0.30	0.30	0.10
Orcish Veteran-Armor	R	C	0.30	0.30	0.10
Orcish Veteran-Army	R	C	0.30	0.30	0.10
Orcish Veteran-Hooded	R	C	0.30	0.30	0.10
Orcish Veteran-Hair tied up	R	C	0.30	0.30	0.10

CARD NAME	COLOR	RARITY	UPPER	MEDIAN	LOWER
Order of Leitbur-Flag	W	C	0.40	0.30	↓ 0.10
Order of Leitbur-Shield	W	C	0.40	0.30	↓ 0.10
Order of Leitbur-Cavalry	W	C	0.40	0.30	↓ 0.10
Order of the Ebon Hand-Sword	B	C	0.40	0.30	↓ 0.10
Order of the Ebon Hand-Centaur	B	C	0.40	0.30	↓ 0.10
Order of the Ebon Hand-Shield	B	C	0.40	0.30	↓ 0.10
Orgg	R	R	4.00	3.50	↓ 2.80
Raiding Party	R	U	2.00	1.00	1.00
Rainbow Vale	L	R	5.00	4.50	↑ 3.60
Ring of Renewal	Be	R	4.00	3.50	↑ 3.00
River Merfolk	U	R	5.00	4.00	4.00
Ruins of Trokair	L	U	3.00	2.00	1.90
Sand Silos	L	R	5.00	5.00	↑ 3.00
Seasinger	U	U	3.00	2.00	2.00
Soul Exchange	B	U	3.00	2.00	↑ 1.50
Spirit Shield	Be	R	4.00	3.00	3.00
Spore Cloud-Man	G	C	0.40	0.30	↓ 0.20
Spore Cloud-Spike	G	C	0.30	0.20	0.10
Spore Cloud-Explosion	G	C	0.30	0.20	0.10
Spore Flower	G	U	2.50	2.00	↑ 1.00
Syvelunite Priest	U	U	2.00	1.00	1.00
Syvelunite Temple	L	U	3.00	2.00	1.50
Thallid-Mushroom	G	C	0.40	0.30	↓ 0.10
Thallid-Octopus	G	C	0.40	0.30	↓ 0.10
Thallid-Snout	G	C	0.40	0.30	↓ 0.10
Thallid-Cyclops	G	C	0.40	0.30	↓ 0.10
Thallid Devourer	G	U	3.00	1.00	1.00
Thelon's Chant	G	U	2.50	1.00	1.00
Thelon's Curse	G	R	5.00	3.00	2.00
Thelonite Druid	G	U	2.50	2.00	1.50
Thelonite Monk	G	R	5.00	5.00	↑ 3.00
Thorn Thallid-Mist	G	C	0.30	0.30	0.10
Thorn Thallid-Arms	G	C	0.30	0.30	0.10
Thorn Thallid-Teeth	G	C	0.30	0.30	0.10
Thorn Thallid-Armadillo	G	C	0.30	0.30	0.10
Thrull Champion	B	R	6.00	5.00	↑ 3.80
Thrull Retainer	B	U	2.30	2.00	1.40
Thrull Wizards	B	U	2.00	1.00	1.00
Tidal Flats-Cracked	U	C	0.30	0.20	0.10
Tidal Flats-Raised horizon	U	C	0.30	0.20	0.10
Tidal Flats-Low Horizon	U	C	0.30	0.20	0.10
Tidal Influence	U	U	2.00	1.00	0.90
Tourach's Chant	B	U	2.00	2.00	↑ 1.00
Tourach's Gate	B	R	5.00	3.50	3.00
Vodalian Knights	U	R	6.00	5.00	4.50
Vodalian Mage-Green	U	C	0.30	0.30	0.10
Vodalian Mage-Blue	U	C	0.30	0.30	0.10
Vodalian Mage-White	U	C	0.30	0.30	0.10
Vodalian Soldiers-Shark	U	C	0.30	0.20	0.10
Vodalian Soldiers-Trident	U	C	0.30	0.20	0.10
Vodalian Soldiers-Ship	U	C	0.30	0.20	0.10
Vodalian Soldiers-Rapier	U	C	0.30	0.20	0.10
Vodalian War Machine	U	R	6.00	5.00	4.50
Zelyon Sword	Be	R	5.00	3.00	3.00
TOTAL			300.40	229.10	177.00

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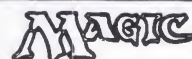
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Adarkar Sentinel	A	U	Art	3.00	3.00	1.30
Adarkar Unicorn	W	C	Sum	0.50	0.30	0.30
Adarkar Wastes	L	R	Lnd	5.00	5.00	4.30
Aegis of the Meek	A	R	Art	5.00	4.50	3.50
Aggression	R	U	E	3.00	3.00	2.60
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Amulet of Quoz	A	R	Art	5.00	5.00	4.00
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Arnjlot's Ascent	U	C	E	0.50	0.30	0.30
Ashen Ghoul	B	U	Sum	2.80	2.00	1.80
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Baton of Morale	A	U	Art	3.00	2.80	2.00
Battle Cry	W	U	Ins	2.60	2.00	1.40
Battle Frenzy	R	C	Ins	0.50	0.30	0.30
Binding Grasp	U	U	E	3.00	2.50	1.50
Black Scarab	W	U	E	2.60	2.00	1.40
Blessed Wine	W	C	Ins	0.50	0.30	0.30
Blinking Spirit	W	R	Sum	8.00	6.00	5.50
Blizzard	G	R	E	5.00	4.80	4.00
Blue Scarab	W	U	E	2.80	2.00	1.30
Bone Shaman	R	C	Sum	0.50	0.30	0.30
Brainstorm	U	C	Ins	0.50	0.40	0.30
Brand of Ill Omen	R	R	E	6.00	6.00	6.00
Breath of Dreams	U	U	E	2.50	2.00	1.40
Brine Shaman	B	C	Sum	0.50	0.30	0.30
Brown Ouphe	G	C	Sum	0.50	0.40	0.30
Brushland	L	R	Lnd	5.00	5.00	4.30
Burnt Offering	B	C	Int	0.50	0.40	0.30
Call to Arms	W	R	E	7.00	5.00	4.90
Caribou Range	W	R	E	5.00	5.00	5.00
Celestial Sword	A	R	Art	5.00	5.00	4.50
Centaur Archer	Gld	U	Sum	3.00	2.30	1.40
Chaos Lord	R	R	Sum	7.90	6.50	5.00
Chaos Moon	R	R	E	6.00	5.00	4.30
Chromatic Armor	Gld	R	E	6.00	5.00	4.50
Chub Toad	G	C	Sum	0.50	0.30	0.30
Clairvoyance	U	C	Ins	0.50	0.30	0.30
Cloak of Confusion	B	C	E	0.50	0.30	0.30

CARD NAME	COLOR	RARITY	TYPE	UPPER	MEDIAN	LOWER
Cold Snap	W	U	E	2.30	2.00	1.00
Conquer	R	U	E	3.00	2.30	1.50
Cooperation	W	C	E	0.50	0.40	0.30
C.O.P.: Black	W	C	E	0.50	0.30	0.30
C.O.P.: Blue	W	C	E	0.50	0.30	0.30
C.O.P.: Green	W	C	E	0.50	0.30	0.30
C.O.P.: Red	W	C	E	0.50	0.30	0.30
C.O.P.: White	W	C	E	0.50	0.30	0.30
Counterspell	U	C	Int	1.30	0.50	0.30
Crown of the Ages	A	R	Art	7.50	6.00	5.00
Curse of Marit Lage	R	R	E	7.30	5.00	5.00
Dance of the Dead	B	U	E	3.00	2.50	2.00
Dark Banishing	B	C	Ins	0.50	0.50	0.30
Dark Ritual	B	C	Int	0.50	0.40	0.30
Death Ward	W	C	Ins	0.50	0.30	0.30
Deflection	U	R	Int	9.30	8.00	7.50
Demonic Consultation	B	U	Ins	3.00	3.00	1.80
Despotic Scepter	A	R	Art	5.80	4.50	3.60
Diabolic Vision	Gld	U	Sor	3.00	2.80	1.80
Dire Wolves	G	C	Sum	0.50	0.30	0.30
Disenchant	W	C	Ins	0.50	0.40	0.30
Dread Wight	B	R	Sum	6.00	6.00	5.00
Dreams of the Dead	U	U	E	2.40	2.00	1.60
Drift of the Dead	B	U	Sum	3.00	2.00	1.80
Drought	W	U	E	3.00	2.50	1.40
Dwarven Armory	R	R	E	6.00	5.00	4.60
Earthlink	Gld	R	R	5.80	5.00	4.60
Earthlore	G	C	E	0.50	0.30	0.30
Elder Druid	G	R	Sum	7.50	5.50	5.00
Elemental Augury	Gld	R	E	5.50	5.00	5.00
Elkin Bottle	A	R	Art	5.00	5.00	4.00
Elvish Healer	W	C	Sum	0.50	0.40	0.30
Enduring Renewal	W	R	E	6.80	6.00	5.00
Energy Storm	W	R	E	8.30	5.00	5.00
Enervate	U	C	Ins	0.50	0.30	0.30
Errant Minion	U	C	E	0.50	0.30	0.30
Errantry	R	C	E	0.50	0.30	0.30
Essence Filter	U	C	Sor	0.50	0.40	0.30
Essence Flare	U	C	E	0.50	0.30	0.30
Essence Vortex	Gld	U	Ins	3.00	3.00	2.00
Fanatical Fever	G	U	Ins	3.00	3.00	1.80
Fear	B	C	E	0.50	0.30	0.30
Fiery Justice	Gld	R	Sor	5.30	4.80	4.00
Fire Covenant	Gld	U	Ins	3.30	3.00	2.50
Flame Spirit	R	U	Sum	2.80	2.00	1.30
Flare	R	C	Ins	0.50	0.30	0.30

MAGIC: ICE AGE

Flooded Woodlands	Gld	R	E	5.00	4.50	4.00
Flow of Maggots	B	R	Sum	5.30	5.00	4.40
Folk of the Pines	G	C	Sum	0.50	0.30	0.30
Forbidden Lore	G	R	E	5.00	4.50	4.00
Force Void	U	U	Int	2.10	2.00	1.40
Forest (A)	L	C	Lnd	0.30	0.30	0.10
Forest (B)	L	C	Lnd	0.40	0.30	0.10
Forest (C)	L	C	Lnd	0.40	0.30	0.10
Forgotten Lore	G	U	Sor	3.00	3.00	2.00
Formation	W	R	Ins	5.30	5.00	3.80
Foul Familiar	B	C	Sum	0.50	0.30	0.30
Foxfire	G	C	Ins	0.50	0.30	0.30
Freyalise Supplicant	G	U	Sum	2.10	1.80	1.00
Freyalise's Charm	G	U	E	2.10	2.00	1.00
Freyalise's Winds	G	R	E	5.00	4.50	4.00
Fumarole	Gld	U	Sor	3.00	3.00	2.60
Fylgia	W	C	E	0.50	0.50	0.30
Fyndhorn Bow	A	U	Art	3.00	2.50	1.90
Fyndhorn Brownie	G	C	Sum	0.50	0.50	0.30
Fyndhorn Elder	G	U	Sum	3.00	3.00	3.00
Fyndhorn Elves	G	C	Sum	0.50	0.40	0.30
Fyndhorn Pollen	G	R	E	5.00	4.00	3.00
Game of Chaos	R	R	Sor	5.00	4.50	4.00
Gangrenous Zombies	B	C	Sum	0.50	0.30	0.30
Gaze of Pain	B	C	Sor	0.50	0.30	0.30
General Jarkeld	W	R	Sum	8.00	6.00	5.00
Ghostly Flame	Gld	R	E	9.30	5.50	5.00
Giant Growth	G	C	Ins	0.50	0.30	0.30
Giant Trap Door Spider	Gld	U	Sum	3.00	3.00	1.40
Glacial Chasm	L	U	Lnd	3.00	3.00	2.00
Glacial Crevasses	R	R	E	5.30	4.30	3.80
Glacial Wall	U	U	Sum	2.80	2.00	1.30
Glaciers	Gld	R	E	6.00	5.00	3.80
Goblin Lyre	A	R	Art	5.00	4.80	4.00
Goblin Mutant	R	U	Sum	2.80	2.00	1.40
Goblin Sappers	R	C	Sum	0.50	0.30	0.30
Goblin Ski Patrol	R	C	Sum	0.50	0.30	0.30
Goblin Snowman	R	U	Sum	3.00	2.00	1.30
Gorilla Pack	G	C	Sum	0.50	0.40	0.30
Gravebind	B	R	Ins	5.40	4.00	3.10
Green Scarab	W	U	E	2.50	2.00	1.30
Grizzled Wolverine	R	C	Sum	0.50	0.40	0.30
Hallowed Ground	W	U	E	3.00	2.00	1.80
Halls of Mist	L	R	Lnd	5.00	4.50	4.00
Heal	W	C	Ins	0.50	0.40	0.30
Hecatomb	B	R	E	6.00	6.00	5.00

CARD NAME	COLOR	RARITY	TYPE	UPPER	MEDIAN	LOWER
Hematite Talisman	A	U	Art	2.80	2.00	1.30
Hipparion	W	U	Sum	3.00	2.00	1.00
Hoar Shade	B	C	Sum	0.50	0.40	0.30
Hot Springs	G	R	E	5.00	4.30	4.00
Howl from Beyond	B	C	Ins	0.50	0.30	0.30
Hurricane	G	U	Sor	2.40	1.80	1.00
Hyalopterous Lemure	B	U	Sum	3.00	3.00	2.00
Hydroblast	U	C	Int	0.50	0.30	0.30
Hymn of Rebirth	Gld	U	Sor	3.00	3.00	2.30
Ice Cauldron	A	R	Art	6.00	5.00	4.60
Ice Floe	L	U	Lnd	3.00	3.00	2.30
Iceberg	U	U	E	3.00	2.00	1.30
Icequake	B	U	Sor	3.00	3.00	2.80
Icy Manipulator	A	U	Art	10.00	6.00	6.00
Icy Prison	U	R	E	6.00	5.00	4.00
Illusionary Forces	U	C	Sum	0.50	0.30	0.30
Illusionary Presence	U	R	Sum	5.00	5.00	4.10
Illusionary Terrain	U	U	E	3.00	2.00	1.40
Illusionary Wall	U	C	Sum	0.50	0.40	0.30
Illusions of Grandeur	U	R	E	5.80	5.00	5.00
Imposing Visage	R	C	E	0.50	0.30	0.30
Incinerate	R	C	Ins	0.50	0.50	0.30
Infernal Darkness	B	R	E	5.80	5.00	4.10
Infernal Denizen	B	R	Sum	6.80	6.00	5.00
Infinite Hourglass	A	R	Art	5.00	4.50	4.10
Infuse	U	C	Ins	0.50	0.30	0.30
Island (A)	L	C	Lnd	0.40	0.30	0.10
Island (B)	L	C	Lnd	0.40	0.30	0.10
Island (C)	L	C	Lnd	0.40	0.30	0.10
Jester's Cap	A	R	Art	25.00	20.00	12.00
Jester's Mask	A	R	Art	18.00	16.50	12.75
Jeweled Amulet	A	U	Art	3.00	3.00	1.80
Johtull Wurm	G	U	Sum	2.50	2.00	1.80
Jokulhaups	R	R	Sor	6.00	6.00	5.00
Juniper Order Druid	G	C	Sum	0.50	0.40	0.30
Justice	W	U	E	4.00	3.30	3.00
Karplusan Forest	L	R	Lnd	5.00	5.00	4.10
Karplusan Giant	R	U	Sum	3.00	2.50	1.60
Karplusan Yeti	R	R	Sum	6.10	5.00	5.00
Kelsinko Ranger	W	C	Sum	0.50	0.30	0.30
Kjeldoran Dead	B	C	Sum	0.50	0.30	0.30
Kjeldoran Elite Guard	W	U	Sum	3.00	3.00	2.10
Kjeldoran Frostbeast	Gld	U	Sum	3.00	3.00	1.80
Kjeldoran Guard	W	C	Sum	0.50	0.30	0.30
Kjeldoran Knight	W	R	Sum	5.00	5.00	4.60
Kjeldoran Phalanx	W	R	Sum	5.00	5.00	5.00
Kjeldoran Royal Guard	W	R	Sum	6.00	6.00	5.00
Kjeldoran Skycaptain	W	U	Sum	3.30	3.00	3.00



Target creature gets +2/+2 as long as any opponent controls any blue cards. That creature cannot be blocked by blue creatures.



1.P. The target attracts attention of land.
The creatures who have passed a card in the "Blue Cards" Not a card, since, it is a
- Dream Dragon, Seldis, Machine



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System Requirements: IBM-PC or Compatible; MS-DOS 5.0 or later; Windows 3.1 or later; 800 by 600 SVGA display; 4MB of RAM and 4MB of free hard disk space. Printer recommended.

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SCRYE PRICE GUIDE

Kjeldoran Skyknight	W	C	Sum	0.50	0.50	0.30
Kjeldoran Warrior	W	C	Sum	0.50	0.30	0.30
Knight of Stromgald	B	U	Sum	3.00	2.00	1.40
Krovikan Elementalist	B	U	Sum	2.60	2.00	1.40
Krovikan Fetish	B	C	E	0.50	0.30	0.30
Krovikan Sorcerer	U	C	Sum	0.50	0.30	0.30
Krovikan Vampire	B	U	Sum	3.30	3.00	3.00
Land Cap	L	R	Lnd	5.40	5.00	4.60
Lapis Lazuli Talisman	A	U	Art	3.00	2.00	1.80
Lava Burst	R	C	Sor	0.50	0.50	0.30
Lava Tubes	L	R	Lnd	5.00	5.00	4.10
Legions of Lim-Dul	B	C	Sum	0.50	0.30	0.30
Leshrac's Rite	B	U	E	2.80	2.00	1.30
Leshrac's Sigil	B	U	E	3.00	2.30	1.40
Lhurgoyf	G	R	Sum	8.00	7.00	6.00
Lightning Blow	W	R	Ins	5.80	5.00	4.10
Lim-Dul's Cohort	B	C	Sum	0.50	0.30	0.30
Lim-Dul's Hex	B	U	E	2.80	2.00	1.30
Lost Order of Jarkeld	W	R	Sum	7.50	6.00	5.00
Lure	G	U	E	2.30	2.00	1.50
Maddening Wind	G	U	E	2.60	2.00	1.00
Magus of the Unseen	U	R	Sum	6.00	6.00	5.00
Malachite Talisman	A	U	Art	3.00	2.00	1.80
Marton Stromgald	R	R	Sum	10.00	8.00	7.50
Melee	R	U	Ins	3.00	3.00	1.80
Melting	R	U	E	2.50	2.00	1.30
Mercenaries	W	R	Sum	5.00	4.50	3.50
Merleke Ri Berit	Gld	R	Sum	8.00	7.80	5.10
Mesmeric Trance	U	R	E	5.00	4.50	4.00
Meteor Shower	R	C	Sor	0.50	0.50	0.30
Mind Ravel	B	C	Sor	0.50	0.30	0.30
Mind Warp	B	U	Sor	3.00	3.00	3.00
Mind Whip	B	R	E	5.50	4.50	4.00
Minion of Leshrac	B	R	Sum	9.40	7.80	7.10
Minion of Tevesh Szat	B	R	Sum	7.00	6.00	6.00
Mistfolk	U	C	Sum	0.50	0.30	0.30
Mole Worms	B	U	Sum	2.30	2.00	1.30
Monsoon	Gld	R	E	5.80	5.00	5.00
Moor Fiend	B	C	Sum	0.50	0.40	0.30
Mountain (A)	L	C	Lnd	0.40	0.30	0.10
Mountain (B)	L	C	Lnd	0.40	0.30	0.10
Mountain (C)	L	C	Lnd	0.40	0.30	0.10
Mountain Goat	R	C	Sum	0.50	0.30	0.30
Mountain Titan	Gld	R	Sum	5.00	4.90	4.40
Mudslide	R	R	E	5.00	4.90	4.10
Musician	U	R	Sum	6.50	5.00	5.00
Mystic Might	U	R	E	6.00	5.00	4.00
Mystic Remora	U	C	E	0.50	0.40	0.30
Nacre Talisman	A	U	Art	3.00	2.00	1.80
Naked Singularity	A	R	Art	6.50	5.00	5.00
Nature's Lore	G	U	Sor	2.60	2.00	1.80
Necropotence	B	R	E	6.00	5.00	4.30
Norrit	B	C	Sum	0.50	0.50	0.30
Oath of Lim-Dul	B	R	E	5.00	5.00	5.00
Onyx Talisman	A	U	Art	2.50	2.00	1.30
Orcish Cannoneers	R	U	Sum	2.00	2.00	1.00
Orcish Conscripts	R	C	Sum	0.50	0.30	0.30
Orcish Farmer	R	C	Sum	0.50	0.40	0.30
Orcish Healer	R	U	Sum	3.00	2.00	1.30
Orcish Librarian	R	R	Sum	7.00	4.00	3.00
Orcish Lumberjack	R	C	Sum	0.50	0.30	0.30
Orcish Squatters	R	R	Sum	5.80	5.00	4.90
Order of the Sacred Torch	W	R	Sum	5.00	5.00	4.60
Order of the White Shield	W	U	Sum	3.00	2.00	1.80
Pale Bears	G	R	Sum	5.00	4.80	4.00

CARD NAME	COLOR	RARITY	TYPE	UPPER	MEDIAN	LOWER
Panic	R	C	Ins	0.50	0.40	0.30
Pentagram of the Ages	A	R	Art	8.30	6.00	5.10
Pestilence Rats	B	C	Sum	0.50	0.40	0.30
Phantasmal Mount	U	U	Sum	3.00	3.00	1.50
Pit Trap	A	U	Art	3.00	3.00	1.00
Plains (A)	L	C	Lnd	0.40	0.30	0.10
Plains (B)	L	C	Lnd	0.50	0.30	0.10
Plains (C)	L	C	Lnd	0.40	0.30	0.10
Polar Kraken	U	R	Sum	10.00	10.00	9.10
Portent	U	C	Sor	0.50	0.50	0.30
Power Sink	U	C	Int	0.50	0.30	0.30
Pox	B	R	Sor	7.00	5.00	4.30
Prismatic Ward	W	C	E	0.50	0.50	0.30
Pygmy Allosaurus	G	R	Sum	5.00	5.00	4.80
Pyknight	G	C	Sum	0.50	0.30	0.20
Pyroblast	R	C	Int	0.50	0.30	0.30
Pyroclasm	R	U	Sor	3.00	3.00	2.10
Rally	W	C	Ins	0.50	0.30	0.30
Ray of Command	U	C	Ins	0.50	0.50	0.30
Ray of Erasure	U	C	Ins	0.50	0.30	0.30
Reality Twist	U	R	E	5.30	5.00	4.40
Reclamation	Gld	R	E	5.00	5.00	4.30
Red Scarab	W	U	E	3.00	2.00	1.40
Regeneration	G	C	E	0.50	0.40	0.30
Rime Dryad	G	C	Sum	0.50	0.30	0.30
Ritual of Subdual	G	R	E	5.00	4.80	4.40
River Delta	L	R	Lnd	5.00	5.00	4.70
Ruined Arch	A	R	Art	6.60	5.00	4.60
Sabretooth Tiger	R	C	Sum	0.50	0.40	0.30
Sacred Boon	W	U	Ins	3.00	3.00	2.30
Scaled Wurm	G	C	Sum	0.50	0.50	0.30
Sea Spirit	U	U	Sum	3.00	2.50	1.80
Seizures	B	C	E	0.50	0.30	0.30
Seraph	W	R	Sum	10.00	9.00	7.60
Shambling Strider	G	C	Sum	0.50	0.50	0.30
Shatter	R	C	Ins	0.50	0.40	0.30

MAGIC: ICE AGE

Shield Bearer	W	C	Sum	0.50	0.30	0.30
Shield of the Ages	A	U	Art	3.00	3.00	2.60
Shyft	U	R	Sum	6.70	6.00	5.00
Sibilant Spirit	U	R	Sum	6.80	6.00	5.10
Silver Erne	U	U	Sum	3.00	3.00	1.80
Skeleton Ship	Gld	R	Sum	8.00	7.50	5.00
Skull Catapult	A	U	Art	3.00	2.00	1.40
Sleight of Mind	U	U	Int	3.30	3.00	2.80
Snow Devil	U	C	E	0.50	0.30	0.30
Snow Fortress	A	R	Art	6.00	5.00	3.90
Snow Hound	W	U	Sum	2.50	2.00	1.00
Snow-Covered Forest	L	C	Lnd	1.00	0.50	0.30
Snow-Covered Island	L	C	Lnd	1.00	0.50	0.30
Snow-Covered Mountain	L	C	Lnd	1.00	0.50	0.30
Snow-Covered Plains	L	C	Lnd	1.00	0.50	0.30
Snow-Covered Swamp	L	C	Lnd	1.00	0.50	0.30
Snowblind	G	R	E	5.00	4.50	3.80
Snowfall	U	C	E	0.50	0.30	0.30
Soldevi Golem	A	R	Art	5.30	4.80	3.80
Soldevi Machinist	U	U	Sum	2.30	2.00	1.30
Soldevi Simulacrum	U	U	Art	3.00	2.50	1.80
Songs of the Damned	B	C	Int	0.50	0.40	0.30
Soul Barrier	U	U	E	3.00	2.00	1.80
Soul Burn	B	C	Sor	0.50	0.30	0.30
Soul Kiss	B	C	E	0.50	0.30	0.30
Spectral Shield	Gld	U	E	3.00	3.00	2.50
Spoils of Evil	B	R	Int	5.00	5.00	4.50
Spoils of War	B	R	Sor	6.00	5.00	4.50
Staff of the Ages	A	R	Art	5.00	4.50	4.00
Stampede	G	R	Ins	6.00	5.00	5.00
Stench of Evil	B	U	Sor	3.00	3.00	2.50
Stone Rain	R	C	Sor	0.50	0.40	0.30
Stone Spirit	R	U	Sum	3.00	2.30	1.40
Stonehands	R	C	E	0.50	0.40	0.30
Storm Spirit	Gld	R	Sum	6.00	6.00	5.00
Stormbind	Gld	R	E	7.00	6.00	5.00
Stromgald Cabal	B	R	Sum	5.00	5.00	4.50
Stunted Growth	G	R	Sor	5.00	5.00	3.80
Sulfurous Springs	L	R	Lnd	5.00	4.80	4.00
Sunstone	A	U	Art	3.00	2.00	1.00
Swamps (A)	L	C	Lnd	0.30	0.30	0.10
Swamps (B)	L	C	Lnd	0.30	0.30	0.10
Swamps (C)	L	C	Lnd	0.30	0.30	0.10
Swords to Plowshares	W	U	Ins	3.00	2.00	1.80
Tarpan	G	C	Sum	0.50	0.30	0.30
Thermokarst	G	U	Sor	3.00	3.00	2.00
Thoughtleech	G	U	E	3.00	2.00	1.50
Thunder Wall	U	U	Sum	3.00	2.00	1.80
Timberline Ridge	L	R	Lnd	5.00	5.00	4.60
Time Bomb	A	R	Art	6.00	5.50	5.00
Tinder Wall	G	C	Sum	0.50	0.30	0.30
Tor Giant	R	C	Sum	0.50	0.30	0.30
Total War	R	R	E	5.00	5.00	5.00
Touch of Death	B	C	Sor	0.50	0.30	0.30
Touch of Vitae	G	U	Ins	2.30	2.00	1.30
Trailblazer	L	R	Ins	5.00	4.80	4.00
Underground River	G	R	Lnd	5.00	5.00	4.10
Updraft	U	U	Ins	2.10	2.00	1.40

CARD NAME	COLOR	RARITY	TYPE	UPPER	MEDIAN	LOWER
Urza's Bauble	A	U	Art	2.80	2.00	2.00
Veldt	L	R	Lnd	5.00	5.00	4.60
Venomous Breath	G	U	Ins	3.00	2.00	1.30
Vertigo	R	U	Ins	2.10	2.00	1.40
Vexing Arcanix	A	R	Art	6.00	6.00	6.00
Vibrating Sphere	A	R	Art	4.40	3.80	3.00
Walking Wall	A	U	Art	3.00	2.80	2.10
Wall of Lava	R	U	Sum	2.90	2.30	2.00
Wall of Pine Needles	G	U	Sum	2.50	2.00	1.80
Wall of Shields	A	U	Art	3.00	2.00	1.50
War Chariot	A	U	Art	3.00	3.00	1.50
Warning	W	C	Ins	0.50	0.30	0.30
Whalebone Glider	A	U	Art	3.00	2.00	1.00
White Scarab	W	U	E	2.80	2.00	1.30
Whiteout	G	U	Ins	2.50	2.00	1.30
Wittigo	G	R	Sum	7.10	6.00	6.00
Wild Growth	G	C	E	0.50	0.30	0.30
Wind Spirit	U	U	Sum	3.00	3.00	1.50
Wings of Aesthir	Gld	U	E	3.50	3.00	3.00
Winter's Chill	U	R	Ins	6.00	5.00	4.50
Withering Wisps	B	U	E	2.60	2.00	1.40
Woolly Mammoths	G	C	Sum	0.50	0.40	0.30
Woolly Spider	G	C	Sum	0.50	0.50	0.30
Word of Blasting	R	U	Ins	2.50	2.00	1.50
Word of Undoing	U	C	Ins	0.50	0.30	0.30
Wrath of Marit Lage	U	R	E	5.00	5.00	4.60
Yavimaya Gnats	G	U	Sum	3.00	3.00	2.00
Zur's Weirding	U	R	E	5.00	4.50	4.40
Zuran Enchanter	U	C	Sum	0.50	0.50	0.30
Zuran Orb	A	U	Art	3.00	3.00	2.00
Zuran Spellcaster	U	C	Sum	0.50	0.50	0.30

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Abu Jafar	AN	W	Sum	U	3.50	3.00	1.00
Active Volcano	LE	R	Ins	C	0.50	0.50	0.20
Akron Legionnaire	LE	W	Sum	R	4.00	4.00	3.50
Aladdin	AN	R	Sum	R	6.00	5.00	3.50
Angelic Voices	LE	W	E	R	6.00	4.00	3.50
Arcades Sabboth	LE	Gld	Sum	R	10.00	10.00	5.00
Arena of the Ancients	LE	A	Art	R	4.00	3.00	3.00
Argothian Pixies	AQ	G	Sum	C	0.40	0.30	0.10
Ashnod's Altar	AQ	A	Art	C	2.50	0.90	0.40
Ashnod's Transmogrant	AQ	A	Art	C	1.00	0.80	0.40
Axelrod Gunnarson	LE	Gld	Sum	R	5.50	4.00	4.00
Ayesha Tanaka	LE	Gld	Sum	R	4.00	4.00	3.00
Azure Drake	LE	U	Sum	U	2.00	1.00	1.00
Banshee	DK	B	Sum	U	1.50	1.00	0.80
Barl's Cage	DK	A	Art	R	4.00	3.00	2.00
Beasts of Bogardan	LE	R	Sum	U	1.30	1.00	1.00
Blood Moon	DK	R	E	R	7.00	6.00	3.50
Blood of the Martyr	DK	W	Ins	U	1.50	1.00	0.80
Bog Rats	DK	B	Sum	C	0.40	0.30	0.10
Book of Rass	DK	A	Art	R	2.00	1.20	1.00
Boomerang	LE	U	Ins	C	0.40	0.30	0.20
Bronze Horse	LE	A	ACr	R	4.00	3.00	2.80
Cat Warriors	LE	G	Sum	C	0.50	0.30	0.20
Chromium	LE	Gld	Sum	R	10.00	10.00	5.50
City of Brass	AN	L	Lnd	R	7.00	6.00	4.00
Cocoon	LE	G	ECr	U	1.80	1.00	1.00
Concordant Crossroads	LE	G	E	R	5.50	5.00	4.50
Craw Giant	LE	G	Sum	U	4.50	3.00	2.50
Cuombajj Witches	AN	B	Sum	C	0.50	0.30	0.20
Cyclone	AN	G	E	R	3.00	2.00	1.50
D'Avenant Archer	LE	W	Sum	C	0.50	0.30	0.20
Dakkon Blackblade	LE	Gld	Sum	R	9.50	9.00	5.50
Dance of Many	DK	U	E	R	4.50	3.00	1.80

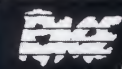
CARD NAME	SET	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Dandan	AN	U	Sum	C	0.50	0.30	0.20
Divine Offering	LE	W	Ins	C	0.50	0.30	0.20
Emerald Dragonfly	LE	G	Sum	C	0.40	0.30	0.20
Enchantment Alteration	LE	U	Ins	U	0.90	0.50	0.50
Erhnam Djinn	AN	G	Sum	U	5.50	4.00	4.00
Fallen Angel	LE	B	Sum	U	4.00	4.00	2.50
Feldon's Cane	AQ	A	Art	C	2.50	2.00	1.00
Fire Drake	DK	R	Sum	U	1.00	1.00	0.40
Fishliver Oil	AN	U	ECr	C	0.50	0.30	0.20
Flash Flood	LE	U	Ins	C	0.50	0.30	0.20
Fountain of Youth	DK	A	Art	C	1.00	1.00	0.30
Gabriel Angelfire	LE	Gld	Sum	R	7.00	5.00	4.50
Gauntlets of Chaos	LE	A	Art	R	6.50	4.00	3.00
Ghazban Ogre	AN	G	Sum	C	0.50	0.30	0.20
Giant Slug	LE	B	Sum	C	0.40	0.30	0.20
Goblin Artisans	AQ	R	Sum	U	1.00	0.60	0.50
Goblin Digging Team	DK	R	Sum	C	0.40	0.30	0.20
Goblin Shrine	DK	R	EL	C	0.40	0.30	0.20
Goblins of the Flarg	DK	R	Sum	C	0.40	0.30	0.20
Hasran Ogress	AN	B	Sum	C	0.50	0.30	0.20
Hell's Caretaker	LE	B	Sum	R	9.50	6.00	4.50
Horn of Deafening	LE	A	Art	R	4.30	3.00	2.50
Indestructible Aura	LE	W	Ins	C	0.50	0.30	0.20
Ivory Guardians	LE	W	Sum	U	2.00	1.00	1.00
Jalum Tome	AQ	A	Art	R	3.50	2.00	1.50
Jeweled Bird	AN	A	Art	R	2.50	2.00	1.40
Johan	LE	Gld	Sum	R	8.00	6.00	5.00
Juxtapose	LE	U	Sor	R	4.00	4.00	3.00
Keepers of the Faith	LE	W	Sum	C	0.50	0.30	0.30
Kei Takahashi	LE	Gld	Sum	U	3.50	3.00	2.80
Land's Edge	LE	R	EW	R	6.00	4.00	3.50
Living Armor	DK	A	Art	C	1.00	0.80	0.40
Marhault Elsdragon	LE	Gld	Sum	U	1.80	1.00	1.00

MAGIC: CHRONICLES

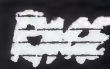
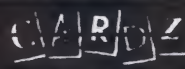
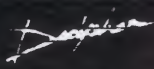
Metamorphosis	AN	G	Sor	C	0.50	0.30	0.30
Mountain Yeti	LE	R	Sum	C	1.50	1.00	0.40
Nebuchadnezzar	LE	Gld	Sum	R	6.00	5.00	4.50
Nicol Bolas	LE	Gld	Sum	R	10.00	10.00	5.50
Obelisk of Undoing	AQ	A	Art	R	6.00	4.00	3.50
Palladia-Mors	LE	Gld	Sum	R	10.00	10.00	5.50
Petra Sphinx	LE	W	Sum	R	4.50	4.00	2.50
Primordial Ooze	LE	R	Sum	U	1.30	1.00	1.00
Puppet Master	LE	U	ECr	U	1.00	1.00	1.00
Rabid Wombat	LE	G	Sum	U	4.00	3.00	2.30
Rakalite	AQ	A	Art	R	1.50	1.00	0.90
Recall	LE	U	Sor	U	4.50	3.50	2.50
Remove Soul	LE	U	Int	C	0.50	0.40	0.30
Repentant Blacksmith	AN	W	Sum	C	2.50	1.00	0.50
Revelation	LE	G	EW	R	4.00	3.00	2.00
Rubinia Soulsinger	LE	Gld	Sum	R	6.50	5.00	4.00
Runesword	DK	A	Art	C	1.30	0.80	0.40
Safe Haven	DK	L	Lnd	R	4.00	4.00	2.50
Scavenger Folk	DK	G	Sum	C	0.40	0.30	0.10
Sentinel	LE	A	Art	R	4.00	3.00	2.80
Serpent Generator	LE	A	Art	R	9.00	8.00	4.00
Shield Wall	LE	W	Ins	U	1.00	1.00	1.00
Shimian Nightstalker	LE	B	Sum	U	2.40	1.00	1.00
Sivitri Scarzam	LE	Gld	Sum	U	1.80	1.00	1.00
Sol'kanar/Swamp King	LE	Gld	Sum	R	9.00	8.00	5.50
Stangg	LE	Gld	Sum	R	5.50	5.00	4.00
Storm Seeker	LE	Gld	Ins	U	3.00	2.50	2.00
Takklemaggot	LE	U	ECr	U	1.90	1.30	1.00

CARD NAME	SET	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Teleport	LE	U	Ins	R	4.50	3.00	2.50
The Fallen	DK	B	Sum	U	2.00	1.00	1.00
The Wretched	LE	B	Sum	R	12.50	10.00	5.50
Tobias Andron	LE	Gld	Sum	U	1.80	1.00	1.00
Tor Wauki	LE	Gld	Sum	U	2.80	1.50	1.00
Tormod's Crypt	DK	A	Art	C	1.00	0.50	0.30
Transmutation	LE	B	Ins	C	0.50	0.40	0.30
Triassic Egg	LE	A	Art	R	4.00	3.00	3.00
Urza's Mine, claw sphere	AQ	L	Lnd	U	1.00	1.00	0.70
Urza's Mine, mouth	AQ	L	Lnd	U	1.00	1.00	0.70
Urza's Mine, pulley	AQ	L	Lnd	U	1.00	1.00	0.70
Urza's Mine, tower	AQ	L	Lnd	U	1.00	1.00	0.70
Urza's Powerplant, sphr	AQ	L	Lnd	U	0.90	0.50	0.50
Urza's Powerplant, bug	AQ	L	Lnd	U	0.90	0.50	0.50
Urza's Powerplant, clmn	AQ	L	Lnd	U	0.90	0.50	0.50
Urza's Powerplant, rk/pt	AQ	L	Lnd	U	0.90	0.50	0.50
Urza's Tower, forest	AQ	L	Lnd	U	1.00	0.50	0.50
Urza's Tower, mountains	AQ	L	Lnd	U	1.00	0.50	0.50
Urza's Tower, plains	AQ	L	Lnd	U	1.00	0.50	0.50
Urza's Tower, shore	AQ	L	Lnd	U	1.00	0.50	0.50
Vaevictis Asmadi	LE	Gld	Sum	R	10.00	10.00	7.50
Voodoo Doll	LE	A	Art	R	3.50	3.00	2.30
Wall of Heat	LE	R	Sum	C	0.50	0.40	0.30
Wall of Opposition	LE	R	Sum	U	3.00	3.00	1.50
Wall of Shadows	LE	U	Sum	C	0.50	0.40	0.30
Wall of Vapor	LE	U	Sum	C	0.50	0.30	0.30
Wall of Wonder	LE	U	Sum	U	2.00	1.00	1.00
War Elephant	AN	W	Sum	C	0.50	0.50	0.40
Witch Hunter	DK	W	Sum	U	5.00	4.00	3.00
Xira Arien	LE	G	Sum	R	5.00	4.00	3.50
Yawgmoth Demon	AQ	B	Sum	R	6.00	5.00	4.50
TOTAL					385.10	305.10	221.70

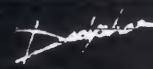




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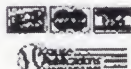
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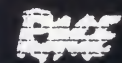
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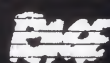
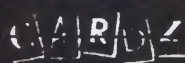
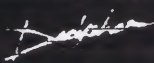
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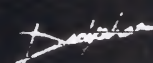
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1.80	1.50	↓	1.00	Alexander Rozhenko	U	P-Fed	1.50	1.00	↓	0.50
12.00	10.00	↓	9.80	Alidar Jarok	R	P-Rom	6.10	5.00	↓	4.60
2.50	1.80	↓	1.20	Alien Abduction	U	Dil	1.10	0.80	↓	0.60
8.00	8.00	↓	7.50	Alien Groupie	R	Int	4.60	4.30	↓	3.90
1.80	1.50	↓	1.00	Alien Parasites	U	Dil	1.10	0.80	↓	0.50
2.50	1.80	↓	1.60	Alien Probe	U	Ev	1.50	1.00	↓	0.80
10.00	9.00	↓	8.80	Alynnia Nechayev	R	P-Fed	6.40	5.50	↓	4.70
2.50	1.80	↓	1.00	Alyssa Ogawa	U	P-Fed	1.50	1.00	↓	0.50
3.00	2.00	↓	1.80	Amanda Rogers	U	Int	1.10	1.00	↓	1.00
2.00	1.80	↓	1.00	Amarie	U	P-NA	1.50	1.00	↓	0.50
0.80	0.50	↓	0.30	Anaphasic Organism	C	Dil	0.50	0.30	↓	0.20
8.00	7.00	↓	6.00	Ancient Computer	R	Dil	4.50	3.80	↓	2.90
10.00	9.60	↓	9.00	Anti-Time Anomaly	R	Ev	5.50	4.80	↓	4.50
0.60	0.50	↓	0.30	Archer	C	Dil	0.30	0.30	↓	0.20
12.00	11.50	↓	10.00	Armus-Skin of Evil	R	Dil	6.60	5.50	↓	5.00
0.50	0.40	↓	0.30	Asteroid Sanctuary	C	Int	0.30	0.20	↓	0.20
0.50	0.30	↓	0.30	Atmospheric Ionization	C	Ev	0.30	0.30	↓	0.20
3.00	1.80	↓	1.60	Auto-Destruct Sequence	U	Int	1.10	0.90	↓	0.70
8.00	7.80	↓	7.50	Avert Disaster	R	M-Fed	4.50	4.00	↓	4.00
20.00	20.00	↓	19.50	B'Etor	R	P-Klg	11.75	11.00	↓	10.25
0.40	0.30	↓	0.30	B'ijik	C	P-Klg	0.30	0.20	↓	0.20
1.80	1.50	↓	1.00	Ba'el	U	P-Klg	1.50	1.00	↓	0.50
3.00	2.00	↓	1.80	Baran	U	P-NA	1.10	1.00	↓	0.90
10.50	10.00	↓	9.00	Barclay's Protomoris Dis	R	Dil	5.20	5.00	↓	4.50
0.40	0.30	↓	0.30	Batrell	C	P-Klg	0.30	0.20	↓	0.20
2.00	1.80	↓	1.00	Benjamin Maxwell	U	P-Fed	1.00	0.90	↓	0.60
18.00	16.00	↓	14.00	Betazoid Gift Box	R	Art	9.10	8.00	↓	6.90
35.50	33.25	↓	30.75	Beverly Crusher	R	P-Fed	19.75	18.00	↓	15.00
1.80	1.50	↓	1.20	Birth of Junior	U	Dil	1.00	0.80	↓	0.60
1.80	1.50	↓	1.00	Bochra	U	P-Rom	1.00	0.80	↓	0.50
2.30	2.00	↓	1.80	Bok	U	P-NA	1.50	1.00	↓	1.00
24.00	20.25	↓	16.50	Borg Ship	R	Dil	13.50	9.00	↓	8.00
10.50	10.00	↓	10.00	Bynars Weapon Enhancem	R	Ev	6.80	5.50	↓	4.40
0.40	0.30	↓	0.30	Calloway	C	P-Fed	0.30	0.20	↓	0.20
1.80	1.50	↓	1.00	Chalnoth	U	Dil	1.10	0.80	↓	0.50
0.40	0.30	↓	0.30	Christopher Hobson	C	P-Fed	0.30	0.20	↓	0.20
1.80	1.50	↓	1.20	Cloaked Mission	U	M-Klg	1.00	0.80	↓	0.60
0.50	0.30	↓	0.30	Combat Vessel	C	S-NA	0.30	0.30	↓	0.20
2.00	1.80	↓	1.00	Cosmic String Fragment	U	Dil	1.10	0.80	↓	0.50
0.60	0.50	↓	0.30	Covert Installation	C	M-Rom	0.30	0.30	↓	0.20
1.80	1.50	↓	1.20	Covert Rescue	U	M-Rom	0.80	0.70	↓	0.60
17.75	14.75	↓	14.00	Crosis	R	Int	9.50	9.00	↓	7.00
10.50	10.00	↓	8.00	Crystalline Entity	R	Dil	6.00	5.50	↓	5.20
7.50	6.00	↓	6.00	Cultural Observation	R	M-Fed	4.10	4.00	↓	3.80
9.00	8.00	↓	8.00	Cytherians	R	Dil	4.60	4.30	↓	3.60
0.60	0.50	↓	0.30	D'deridex	C	S-Rom	0.30	0.30	↓	0.20
0.50	0.40	↓	0.30	Darian Wallace	C	P-Fed	0.30	0.20	↓	0.20
66.50	56.25	↓	55.00	Data	R	P-Fed	34.75	33.75	↓	31.00
38.50	33.25	↓	30.75	Deanna Troi	R	P-Fed	21.50	19.50	↓	17.00

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Upper	Median	Lower	Card Name	Rarity	Type	Upper	Median	Lower		
2.50	1.80	↓	1.00	Devinoni Ral	U	P-NA	2.10	1.30	↓	0.60
12.00	11.00	↓	10.75	Devoras	R	S-Rom	7.30	6.00	↓	5.60
1.80	1.50	↓	1.20	Diplomacy Mission	U	M-Fed	1.00	0.80	↓	0.60
0.30	0.30	↓	0.30	Disruptor Overload	C	Int	0.30	0.20	↓	0.20
2.00	1.80	↓	1.00	Distortion Field	U	Ev	1.50	1.00	↓	0.50
2.00	1.80	↓	1.60	Dist of Space/Time Cont	U	Int	1.50	1.00	↓	0.80
0.50	0.50	↓	0.30	Divok	C	P-Klg	0.30	0.30	↓	0.20
0.50	0.40	↓	0.30	Dr. Farek	C	P-NA	0.30	0.20	↓	0.20
10.50	10.00	↓	10.00	Dr. La Forge	R	P-Fed	6.00	5.50	↓	4.50
12.00	11.50	↓	10.00	Dr. Leah Brahms	R	P-Fed	5.40	4.10	↓	3.20
2.00	1.80	↓	1.00	Dr. Reyga	U	P-NA	1.10	0.80	↓	0.50
1.80	1.00	↓	1.00	Dr. Selar	U	P-Fed	1.20	1.00	↓	0.60
0.40	0.30	↓	0.30	Dukath	C	P-Klg	0.30	0.20	↓	0.20
19.25	17.50	↓	15.75	Duras	R	P-Klg	10.75	9.00	↓	8.40
2.00	1.80	↓	1.20	El-Adrel Creature	U	Dil	1.90	1.30	↓	0.70
0.50	0.50	↓	0.30	Emergency Tran Armband	C	Int	0.30	0.30	↓	0.20
1.70	1.50	↓	1.10	Energy Vortex	U	Int	0.80	0.60	↓	0.50
0.40	0.30	↓	0.30	Engineering Kit	C	Equ	0.30	0.20	↓	0.20
0.40	0.30	↓	0.30	Engineering PADD	C	Equ	0.30	0.20	↓	0.20
2.50	1.80	↓	1.00	Eric Pressman	U	P-Fed	1.40	1.00	↓	0.60
0.60	0.50	↓	0.30	Escape Pod	C	Int	0.30	0.30	↓	0.20
0.60	0.50	↓	0.30	Espionage: Fed on Klingon	C	Ev	0.30	0.30	↓	0.20
0.60	0.50	↓	0.30	Espionage: Klingon on Fed	C	Ev	0.30	0.30	↓	0.20
0.60	0.50	↓	0.30	Espionage: Romln on Fed	C	Ev	0.30	0.30	↓	0.20
0.60	0.50	↓	0.30	Espionage: Romln on Kling	C	Ev	0.30	0.30	↓	0.20
1.80	1.50	↓	1.00	Etana Jol	U	P-NA	0.80	0.60	↓	0.50
1.80	1.50	↓	1.20	Evacuation	U	M-Fed	1.00	0.80	↓	0.60
8.00	7.50	↓	7.00	Evaluate Terraforming	R	M-Fed	5.00	4.50	↓	4.00
2.30	1.80	↓	1.00	Evok	U	P-NA	0.80	0.60	↓	0.50
0.60	0.50	↓	0.30	Excavation	C	M-R/F	0.30	0.30	↓	0.20
2.80	2.00	↓	1.80	Exocomp	U	P-Fed	1.10	1.00	↓	0.90
7.00	6.40	↓	6.00	Explore Black Cluster	R	M-K/F	3.50	3.10	↓	3.00
7.50	6.40	↓	6.00	Explore Dyson Sphere	R	M-Fed	3.40	3.10	↓	3.00
7.50	6.40	↓	6.00	Explore Typhoon Expanse	R	M-R/K	3.40	3.10	↓	3.00
1.80	1.50	↓	1.20	Expose Covert Supply	U	M-Rom	0.80	0.70	↓	0.60
7.50	7.00	↓	6.80	Extraction	R	M-Rom	4.50	4.50	↓	4.00
0.80	0.50	↓	0.50	Federation Outpost	C	Out	0.40	0.30	↓	0.30
0.40	0.30	↓	0.30	Federation PADD	C	Equ	0.30	0.20	↓	0.20
2.50	1.80	↓	1.00	Fek'Ihr	U	P-Klg	1.50	1.00	↓	0.50
0.40	0.30	↓	0.30	Female's Love Interest	C	Dil	0.30	0.20	↓	0.20
0.60	0.50	↓	0.30	Fever Emergency	C	M-Klg	0.30	0.30	↓	0.20
2.00	1.80	↓	1.50	Firestorm	U	Dil	1.50	1.00	↓	1.00
1.80	1.50	↓	1.20	First Contact	U	M-Fed	1.00	0.80	↓	0.60
2.50	1.80	↓	1.00	Fleet Admiral Shanthi	U	P-Fed	1.50	1.00	↓	0.50
2.00	1.80	↓	1.00	Full Planet Scan	U	Int	1.50	1.00	↓	0.50

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0.50	0.50	↓	0.30	Galathon	C	P-Rom	0.30	0.30	↓	0.20
2.50	1.80	↓	1.00	Gaps in Normal Space	U	Ev	1.10	0.80	↓	0.50
2.50	1.80	↓	1.00	Genetronic Replicator	U	Ev	1.50	1.00	↓	0.50
47.25	43.25	↑	37.25	Geordi La Forge	R	P-Fed	24.00	23.00	↓	22.25
0.50	0.40	↓	0.30	Giusti	C	P-Fed	0.30	0.20	↓	0.20
11.00	10.75	↓	10.00	Goddess of Empathy	R	Ev	6.00	5.00	↓	4.50
0.50	0.40	↓	0.30	Gorath	C	P-Klg	0.30	0.20	↓	0.20
0.50	0.50	↓	0.30	Gorta	C	P-NA	0.30	0.30	↓	0.20
23.75	19.75	↓	19.50	Gowron	R	P-Klg	12.00	11.00	↓	9.60
1.80	1.50	↓	1.00	Gravitic Mine	U	Dil	0.80	0.60	↓	0.50
14.00	12.00	↓	11.50	Haakona	R	S-Rom	7.00	6.60	↓	6.00
2.00	1.80	↓	1.00	Hannah Bates	U	P-Fed	1.50	1.00	↓	0.50
3.00	2.40	↓	1.80	Holo-Projectors	U	Ev	1.30	1.10	↓	0.90
2.80	2.00	↓	1.80	Hologram Ruse	U	Dil	1.50	1.00	↓	1.00
9.00	8.60	↓	8.00	Honor Challenge	R	Int	4.90	4.30	↓	4.00
19.50	18.75	↓	18.00	Horga'h'n	R	Art	9.00	9.00	↓	9.00
13.50	12.50	↓	12.00	Hugh	R	Int	7.50	6.80	↓	6.00
7.50	7.00	↓	6.40	Hunt for DNA Program	R	M-R/K/F	4.10	3.80	↓	3.40
2.50	1.80	↓	1.60	Husnock Ship	U	S-NA	1.10	0.90	↓	0.70
2.00	1.80	↓	1.20	Hyper-Aging	U	Dil	1.10	0.80	↓	0.60
14.50	13.75	↓	13.00	I.K.C. Bortas	R	S-Klg	9.00	7.40	↓	7.00
12.00	12.00	↓	9.80	I.K.C. Buruk	R	S-Klg	6.00	6.00	↓	5.50
12.00	12.00	↓	9.80	I.K.C. Hegh'ta	R	S-Klg	6.00	5.90	↓	5.20
0.60	0.40	↓	0.30	I.K.C. K'Vort	C	S-Klg	0.40	0.30	↓	0.20
12.00	12.00	↓	10.75	I.K.C. Pagh	R	S-Klg	6.50	6.00	↓	6.00
14.00	13.00	↓	12.50	I.K.C. Qu'Vat	R	S-Klg	8.00	7.50	↓	7.00
0.60	0.50	↓	0.30	I.K.C. Vor'Cha	C	S-Klg	0.30	0.30	↓	0.20
3.00	1.80	↓	1.00	I.K.C. Vorn	U	S-Klg	1.10	0.80	↓	0.50
7.50	7.00	↓	6.00	Iconia Investigation	R	M-Rom	4.60	4.30	↓	3.80
0.40	0.30	↓	0.30	Iconian Computer Weapon	C	Dil	0.30	0.20	↓	0.20
0.50	0.30	↓	0.30	Impassable Door	C	Dil	0.30	0.30	↓	0.20
1.80	1.50	↓	1.00	Incom Message-Federation I	Int	Int	1.00	0.80	↓	0.50
1.80	1.70	↓	1.10	Incom Message-Klingon U	Int	Int	1.00	0.80	↓	0.50
1.80	1.50	↓	1.00	Incom Message-Romulan U	Int	Int	1.00	0.80	↓	0.50
15.00	14.00	↓	12.00	Interphase Generator	R	Art	7.90	7.50	↓	7.10
7.50	7.50	↓	6.00	Investigate Alien Probe	R	M-Klg	4.50	4.50	↓	4.00
0.60	0.50	↓	0.30	Investigate Anomaly	C	M-R/K/F	0.30	0.30	↓	0.20
7.50	6.40	↓	6.00	Investigate Disappearance	R	M-Fed	4.50	3.90	↓	3.20
7.50	7.50	↓	6.00	Investigate Disturbance	R	M-Klg	4.80	4.50	↓	4.10
7.50	7.20	↓	6.00	Investigate Massacre	R	M-R/F	4.50	4.10	↓	3.50
7.50	7.50	↓	6.00	Investigate Raid	R	M-Rom	4.50	4.30	↓	3.80
7.50	6.40	↓	6.00	Investigate Rogue Comet	R	M-Fed	4.50	3.90	↓	3.20
7.00	6.40	↓	6.00	Investigate Shatter Space	R	M-Rom	4.50	4.30	↓	3.20
7.50	6.40	↓	6.00	Investigate Sighting	R	M-R/F	4.50	4.30	↓	3.40

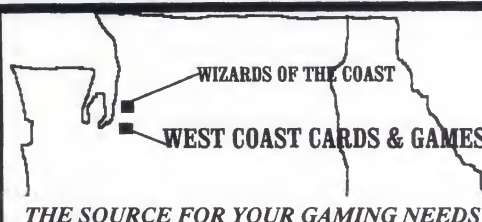
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10.00	9.50	↓	8.80	Lore's Fingernail	R	Ev	5.50	5.00	↓	4.50
0.40	0.30	↓	0.30	Loss of Orbital Stability	C	Int	0.30	0.20	↓	0.20
20.50	19.75	↓	19.25	Lursa	R	P-Klg	12.00	11.50	↑	10.25
18.00	17.50	↓	15.25	Lwaxanna Troi	R	P-Fed	9.00	9.00	↑	8.90
0.40	0.30	↓	0.30	Male's Love Interest	C	Dil	0.30	0.20	↓	0.20
2.00	1.80	↓	1.00	Masaka Transformations	U	Ev	1.50	1.00	↓	0.50
2.00	1.80	↓	1.20	Matriarchal Society	U	Dil	1.50	1.00	↓	0.60
0.50	0.30	↓	0.30	McKnight	C	P-Fed	0.30	0.30	↓	0.20
0.40	0.30	↓	0.30	Medical Kit	C	Equ	0.30	0.20	↓	0.10
7.30	6.60	↓	6.00	Medical Relief	R	M-Klg	3.80	3.30	↓	3.00
0.50	0.40	↓	0.30	Medical Tricorder	C	Equ	0.30	0.20	↓	0.10
9.90	9.40	↓	8.80	Mendac	R	P-Rom	4.80	4.50	↓	4.30
0.50	0.40	↓	0.30	Mendon	C	P-Fed	0.30	0.20	↓	0.20
0.60	0.50	↓	0.30	Menthar Booby Trap	C	Dil	0.30	0.30	↓	0.20
2.00	1.00	↓	0.80	Mercenary Ship	C	S-N/A	1.50	0.50	↑	0.30
1.50	0.60	↓	0.50	Metaphasic Shields	U	Ev	0.50	0.30	↓	0.20
0.40	0.30	↓	0.30	Microbiotic Colony	C	Dil	0.30	0.20	↓	0.20
0.80	0.50	↓	0.30	Microvirus	C	Dil	0.40	0.30	↓	0.20
2.00	1.80	↓	1.00	Mirok	U	P-Rom	1.10	0.80	↓	0.50
2.00	1.80	↓	1.00	Morag	U	P-Klg	1.50	1.00	↓	0.50
11.75	10.75	↓	9.90	Morgan Bateson	R	P-Fed	6.00	5.00	↓	5.00
2.00	1.80	↓	1.00	Mot the Barber	U	P-Fed	1.00	0.80	↓	0.50
2.80	1.90	↓	1.20	Movar	U	P-Rom	1.50	1.00	↓	0.50
2.00	1.80	↓	1.00	N'vek	U	P-Rom	1.10	0.80	↓	0.50
9.40	8.50	↓	8.00	Nagilum	R	Dil	5.10	4.80	↓	4.40
2.00	1.80	↓	1.00	Nanites	U	Dil	1.50	1.00	↓	0.50
0.40	0.30	↓	0.30	Narik	C	P-NA	0.30	0.20	↓	0.20
2.00	1.80	↓	1.00	Nausicaans	U	Dil	1.10	0.80	↓	0.50
2.00	1.80	↓	1.00	Near-Warp Transport	U	Int	1.10	0.80	↓	0.50
14.00	12.75	↓	12.00	Neela Daren	R	P-Fed	7.00	6.80	↓	6.00
1.80	1.50	↓	1.00	Neral	U	P-Rom	1.00	0.80	↓	0.50
2.00	1.80	↓	1.60	Neural Servo Device	U	Ev	1.50	1.00	↓	0.80
8.00	7.50	↓	6.00	New Contact	R	M-R/K	4.40	3.70	↓	3.00
2.00	1.80	↓	1.20	Nikolai Rozhenko	U	P-Fed	1.00	1.00	↓	0.60
2.00	1.80	↓	1.60	Nitrium Metal Parasites	U	Dil	1.50	1.00	↓	0.80
1.80	1.50	↓	1.00	Norah Satie	U	P-Fed	1.00	0.90	↓	0.60
1.80	1.50	↓	1.00	Nu'Daq	U	P-Klg	1.00	0.80	↓	0.50
2.00	1.80	↓	1.00	Null Space	U	Dil	1.50	1.00	↓	0.50
3.00	2.50	↓	1.80	Nutational Shields	U	Ev	1.90	1.30	↓	0.90
2.00	1.80	↓	1.00	Ocett	U	P-NA	1.00	0.80	↓	0.50
0.80	0.50	↓	0.30	Palor Toff-Alien Trader	C	Int	0.30	0.20	↓	0.20
0.50	0.40	↓	0.30	Palteeth	C	P-Rom	0.30	0.20	↓	0.20
2.00	1.80	↓	1.00	Pardek	U	P-Rom	0.80	0.60	↓	0.50
2.00	1.80	↓	1.00	Parem	U	P-Rom	1.00	0.80	↓	0.50
0.40	0.30	↓	0.30	Particle Fountain	C	Int	0.30	0.20	↓	0.20
0.50	0.30	↓	0.30	Pattern Enhancers	C	Ev	0.30	0.20	↓	0.20
7.50	6.40	↓	6.00	Pegasus Search	R	M-R/K/F	4.50	3.20	↓	3.00

STAR TREK: THE NEXT GENERATION

1.80	1.50	↓	1.20	Strategic Diversion	U	M-Rom	0.80	0.70	↓	0.60
8.80	7.50	↓	6.00	Study Hole in Space	R	M-K/F	4.50	4.40	↑	3.00
8.80	7.50	↓	6.00	Study Lonka Pulsar	R	M-Rom	4.40	3.50	↑	3.00
7.50	7.00	↓	6.00	Study Nebula	R	M-Fed	3.60	3.30	↓	3.00
0.60	0.50	↓	0.30	Study Plasma Streamer	C	M-R/K/F	0.30	0.30	↓	0.20
0.60	0.50	↓	0.30	Study Stellar Collision	C	M-R/K/F	0.30	0.30	↓	0.20
0.30	0.30	↓	0.30	Subspace Interference	C	Int	0.30	0.20	↓	0.10
2.00	1.80	↓	1.00	Subspace Schism	U	Int	1.00	0.80	↓	0.50
0.50	0.50	↓	0.30	Subspace Warp Rift	C	Ev	0.30	0.20	↓	0.20
15.00	14.50	↓	14.00	Supernova	R	Ev	7.50	7.50	↓	7.00
8.00	7.80	↓	7.10	Survey Mission	R	M-Klg	4.50	4.00	↓	3.00
2.10	1.40	↓	1.00	T'Pan	U	P-Fed	1.00	0.90	↓	0.60
0.30	0.30	↓	0.20	Tachyon Detection Grid	C	Int	0.30	0.20	↓	0.20
2.10	1.40	↓	1.00	Taibak	U	P-Rom	1.00	0.80	↓	0.50
0.60	0.40	↓	0.30	Taitt	C	P-Fed	0.30	0.20	↓	0.20
0.40	0.40	↓	0.30	Takket	C	P-Rom	0.30	0.20	↓	0.20
0.50	0.40	↓	0.30	Tallus	C	P-Rom	0.30	0.20	↓	0.20
14.75	13.25	↓	12.00	Tam Elbrun	R	P-Fed	7.80	6.80	↓	6.00
1.90	1.80	↓	1.60	Tarellian Plague Ship	U	Dil	1.00	1.00	↓	0.80
0.30	0.30	↓	0.20	Tarus	C	P-Rom	0.30	0.20	↓	0.20
27.50	24.00	↓	22.50	Tasha Yar	R	P-Fed	15.00	13.50	↑	12.00
0.40	0.30	↓	0.20	Taul	C	P-Rom	0.30	0.20	↓	0.20
0.30	0.30	↓	0.20	Taurik	C	P-Fed	0.30	0.20	↓	0.20
2.10	1.40	↓	1.00	Tebok	U	P-Rom	1.00	0.80	↓	0.50
2.10	1.50	↓	1.20	Telepathic Alien Kidnaps	U	Ev	1.00	0.80	↓	0.60
8.30	8.00	↓	8.00	Temporal Causality Loop	R	Dil	4.60	4.30	↓	4.00
2.10	1.40	↓	1.00	Temporal Rift	U	Int	1.10	0.80	↓	0.50
0.60	0.50	↓	0.30	Test Mission	C	M-K/F	0.30	0.30	↓	0.20
0.40	0.30	↓	0.20	Tetryon Field	C	Ev	0.30	0.30	↓	0.20
12.25	11.00	↓	9.30	The Devil	R	Int	6.10	5.50	↓	4.70
2.10	1.40	↓	1.00	The Juggler	U	Int	1.00	1.00	↓	0.50
3.50	2.40	↓	1.60	The Traveler: Transendence	U	Ev	2.00	1.50	↓	1.00
0.40	0.30	↓	0.20	Thei	C	P-Rom	0.30	0.20	↓	0.20
32.00	26.50	↓	26.25	Thomas Riker	R	P-Fed	16.00	14.50	↑	14.00
16.75	15.50	↓	14.75	Thought Maker	R	Art	9.00	8.50	↓	7.80
15.00	14.50	↓	13.50	Time Travel Pod	R	Art	9.00	8.00	↓	6.80
1.60	1.30	↓	1.00	Toby Russell	U	P-Fed	1.00	0.80	↓	0.50
2.10	1.40	↓	0.90	Tokath	R	P-Rom	1.00	0.80	↓	0.50
14.00	12.75	↓	10.50	Tomalak	R	P-Rom	6.40	6.00	↓	5.30
0.30	0.30	↓	0.20	Tomek	C	P-Rom	0.30	0.20	↓	0.20

LIMITED

UNLIMITED

Upper	Median	Lower	Card Name	Rarity	Type	Upper	Median	Lower		
0.40	0.30	↓	0.30	Phased Matter	C	Dil	0.30	0.20	↓	0.20
12.00	10.00	↓	10.00	Pi	R	S-Rom	6.80	5.80	↓	5.50
0.50	0.30	↓	0.30	Plasma Fire	C	Ev	0.30	0.30	↓	0.20
1.80	1.60	↓	1.50	Plunder Site	U	M-R/K	1.00	0.80	↓	0.80
1.50	1.50	↓	1.00	Portal Guard	U	Dil	1.00	0.80	↓	0.50
19.25	18.75	↓	18.25	Q	R	Dil	11.00	10.00	↓	9.00
0.60	0.50	↓	0.30	Q-Net	C	Ev	0.30	0.30	↓	0.20
3.00	1.80	↓	1.60	Q2	U	Int	1.10	0.90	↓	0.70
1.50	1.00	↓	0.80	Radioactive Garbage Scow	U	Dil	0.80	0.60	↓	0.50
2.40	2.00	↓	1.80	Raise The Stakes	U	Ev	1.30	1.10	↓	0.90
2.50	1.80	↓	1.00	Rebel Encounter	U	Dil	0.90	0.80	↓	0.60
0.80	0.50	↓	0.30	Red Alert!	C	Ev	0.40	0.30	↓	0.20
12.00	12.00	↓	12.00	Reginald Barclay	R	P-Fed	7.00	6.00	↓	6.00
0.60	0.50	↓	0.30	Relief Mission	C	M-R/K	0.30	0.30	↓	0.20
2.00	1.80	↓	1.20	REM Fatigue Hallucination U	Dil	1.50	1.00	↓	0.60	
0.60	0.50	↓	0.30	Repair Mission	C	M-Fed	0.30	0.30	↓	0.20
0.60	0.50	↓	0.30	Res-Q	C	Ev	0.30	0.30	↓	0.20
1.80	1.50	↓	1.20	Restore Errant Moon	U	M-Fed	1.00	0.80	↓	0.60
14.50	14.50	↓	14.00	Richard Galen	R	P-Fed	7.90	7.30	↓	7.00
2.50	1.80	↓	1.60	Riva	U	P-Fed	1.50	1.00	↓	0.80
20.00	18.75	↓	15.00	Ro Laren	R	P-Fed	10.00	9.00	↓	8.00
19.50	18.75	↓	16.00	Roga Danar	R	P-NA	9.40	9.00	↓	8.30
1.60	1.50	↓	0.30	Rogue Borg Mercenaries	C	Int	0.70	0.40	↓	0.30
0.40	0.30	↓	0.30	Romulan Disruptor	C	Equ	0.30	0.20	↓	0.20
0.80	0.50	↓	0.30	Romulan Outpost	C	Out	0.40	0.30	↓	0.30
0.50	0.40	↓	0.30	Romulan PADD	C	Equ	0.30	0.20	↓	0.20
0.50	0.30	↓	0.30	Runabout	C	S-Fed	0.30	0.30	↓	0.20
20.00	18.75	↓	17.00	Sarek	R	P-Fed	10.00	9.00	↓	8.00
9.00	7.20	↓	6.80	Sarjenka	R	Dil	4.80	4.10	↓	3.50
7.50	7.50	↓	6.40	Sarthong Plunder	R	M-R/K	3.30	3.10	↓	3.00
10.00	9.80	↓	9.00	Satelk	R	P-Fed	6.80	5.50	↓	5.00
0.40	0.30	↓	0.30	Scan	C	Int	0.30	0.20	↓	0.20
0.50	0.30	↓	0.30	Science Vessel	C	S-Rom	0.30	0.20	↓	0.20
0.60	0.50	↓	0.30	Scout Vessel	C	S-Rom	0.30	0.30	↓	0.20
1.80	1.50	↓	1.20	Secret Salvage	U	M-R/K	1.00	0.80	↓	0.60
8.00	7.50	↓	6.00	Seek Life-Form	R	M-Klg	4.00	3.50	↓	3.00
19.50	18.75	↓	18.00	Sela	R	P-Rom	10.75	9.00	↓	8.50
0.50	0.40	↓	0.30	Selok	C	P-Rom	0.30	0.20	↓	0.20
2.30	1.80	↓	1.00	Shaka, When/Walls Fell	U	Dil	1.50	1.00	↓	0.50
15.00	12.50	↓	12.00	Shelby	R	P-Fed	7.30	6.30	↓	6.00
0.50	0.30	↓	0.30	Ship Seizure	C	Int	0.30	0.20	↓	0.20
0.40	0.30	↓	0.30	Simon Tarses	C	P-Fed	0.30	0.20	↓	0.20
15.00	14.00	↓	14.00	Sir Isaac Newton	R	P-Fed	7.50	7.50	↓	7.00
2.50	1.80	↓	1.00	Sirna Kolrami	U	P-Fed	1.00	0.80	↓	0.50
0.50	0.50	↓	0.30	Sito Jaxa	C	P-Fed	0.30	0.20	↓	0.20
1.80	1.50	↓	1.00	Soren	U	P-Fed	1.00	0.80	↓	0.50
0.50	0.30	↓	0.30	Spacedock	C	Ev	0.30	0.20	↓	0.20
0.50	0.40	↓	0.30	Starfleet Type II Phaser	C	Equ	0.30	0.20	↓	0.10
0.50	0.50	↓	0.30	Static Warp Bubble	C	Ev	0.30	0.20	↓	0.20

CaRD WATCh



SET	RARITY	HIGH	MEDIAN	LOW	SET	RARITY	HIGH	MEDIAN	LOW
DIXIE: BULL RUN	R	2.00	1.50	0.90	INWO LIMITED	R	3.30	3.00	↓ 2.50
	U	0.60	0.50	0.50		U	1.00	1.00	0.60
	C	0.40	0.30	0.10		C	0.30	0.30	↑ 0.10
DIXIE: SHILOH	R	4.30	3.50	2.80	UNLIMITED	R	1.50	1.50	1.50
	U	0.90	0.80	0.60		U	0.80	0.80	0.80
	C	0.40	0.30	0.20		C	0.20	0.20	0.20
DOOMTROOPER	R	3.00	2.00	↓ 1.10	M:TG (ITALIAN)	R	5.80	5.50	5.30
	U	0.80	0.50	↓ 0.30		U	3.00	3.00	3.00
	C	0.40	0.30	↑ 0.20		C	0.90	0.80	0.60
INQUISITION	R	1.50	1.10	0.60	M:TG (FRENCH)	R	6.00	6.00	5.50
	U	0.80	0.60	0.40		U	3.00	3.00	2.30
	C	0.40	0.30	0.30		C	0.80	0.50	0.50
ECHELONS OF FIRE	R	2.00	2.00	2.00	M:TG (GERMAN)	R	5.80	5.50	5.30
	U	0.50	0.50	0.50		U	3.00	3.00	3.00
	C	0.10	0.10	0.10		C	0.90	0.80	0.60
ECHELONS OF FURY	R	2.00	2.00	2.00	ON THE EDGE	R	1.50	1.10	0.60
	U	0.50	0.50	0.50		U	0.40	0.30	0.30
	C	0.10	0.10	0.10		C	0.20	0.20	0.20
GALACTIC EMPIRES	VR	5.30	4.50	↓ 3.80	UNLIMITED	R	0.80	0.60	0.40
	R	2.50	2.00	↑ 1.40		U	0.20	0.20	0.20
	U	1.30	1.00	↑ 0.80		C	0.20	0.10	0.10
	C	0.40	0.40	↑ 0.30					
NEW EMPIRES	VR	5.30	4.50	3.80	CUT-UPS	R	0.80	0.60	0.40
	R	2.50	2.00	1.50		U	0.20	0.20	0.20
	U	1.20	0.80	0.50		C	0.20	0.10	0.10
	C	0.40	0.30	0.20					



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SCRYE Collector List

Shadowfist

Card Name	Rarity						
❑ \$10,000 Man	U	❑ Everyday Hero	VC	❑ Midnight Whisperer	C	❑ Shell of the Tortoise	R
❑ Abominable Lab	C	❑ Evil Twin	R	❑ Might of the Elephant	U	❑ Shifting Loyalties	R
❑ Abominable Wave	C	❑ Expendable Unit	C	❑ Military Commandant	U	❑ Shifting Tao	U
❑ Abysmal Daughter	R	❑ Explosives	U	❑ Mole Network	C	❑ Shih Ho Kuai	R
❑ Abysmal Horror	C	❑ Faked Death	C	❑ Monkey King	U	❑ Silver Band	U
❑ Abysmal Spirit	U	❑ Family Estate	C	❑ Monster Hunter	U	❑ Silver Fist	R
❑ Adrienne Hart	R	❑ Family Home	VC	❑ Mooks	VC	❑ Sinister Priest	VC
❑ Alabaster Javelin	U	❑ Family Restaurant	VC	❑ Mother of Corruption	R	❑ Snake Man	R
❑ Alchemist's Lair	C	❑ Feast of Souls	R	❑ Motorcycle	C	❑ Soul Maze	R
❑ Alpha Beast	VC	❑ Final Brawl	C	❑ Mountain Retreat	VC	❑ Soul of the Shark	U
❑ Amulet of the Turtle	U	❑ Fire in the Lake	U	❑ Mourning Tree	R	❑ Speed Boat	C
❑ Ancestor	U	❑ Fist of the Bear	U	❑ Mr. X	R	❑ Sphere of Defilement	U
❑ Ancestral Tomb	VC	❑ Fists of Legend	R	❑ Muckraking Journalist	U	❑ Spirit Frenzy	R
❑ Ancient Grove	C	❑ Floating Fortress	R	❑ Mutoid	U	❑ Sports Car	C
❑ Ancient Temple	VC	❑ Flood on the Mountain	U	❑ Mysterious Return	C	❑ State of Emergency	U
❑ Arcanotechnician	U	❑ Flying Guillotine	R	❑ Mysterious Stranger	U	❑ Sting of the Scorpion	U
❑ Arcanowave Pulse	U	❑ Fong Sai Yuk	R	❑ Natural Order	C	❑ Stone Garden	VC
❑ Arcanowave Reinforcer	U	❑ Fortune of the Turtle	U	❑ Nerve Gas	C	❑ Strike Force	R
❑ Arcanowave Researcher	U	❑ Fox Pass	R	❑ Netherworld Passageway	C	❑ Student of the Bear	VC
❑ Armored in Life	C	❑ Friends of the Dragon	VC	❑ Neutron Bomb	U	❑ Subterfuge	U
❑ Array of Stunts	U	❑ Fusion Rifle	U	❑ Nine Cuts	R	❑ Suicide Mission	R
❑ Assassins in Love	R	❑ Fusion Tank	U	❑ Nirmal Yadav	R	❑ Sun Chen	R
❑ Attack Helicopter	U	❑ Gadgeteer	C	❑ Now You've Made Us Mad	U	❑ Super Soldier	U
❑ Auspicious Termites	VC	❑ Gao Zhang	R	❑ Old Hermit	U	❑ Superior Technology	C
❑ Average Joe	VC	❑ Gardener	C	❑ Old Master	R	❑ Swat Team	VC
❑ Back for Seconds	C	❑ Ghostly Seducer	R	❑ One Hundred Names	U	❑ Swiss Banker	C
❑ Bag Full of Guns	U	❑ Gnarled Horror	U	❑ Onslaught of the Turtle	U	❑ Sword of Biting	C
❑ Banish	R	❑ Gnarled Marauder	U	❑ Operation Killdeer	C	❑ Swordsman	VC
❑ Baptism of Fire	R	❑ Golden Candle Society	VC	❑ Orange Monk	U	❑ Tactical Team	R
❑ Battlechimp Potemkin	R	❑ Golden Comeback	C	❑ Orbital Laser Strike	C	❑ Tatsuya Yanai	R
❑ Beneficial Realignment	C	❑ Green Monk	U	❑ Oscar Balbuena	R	❑ Test Subjects	VC
❑ Big Brother Tsien	R	❑ Grenade Launcher	U	❑ Paper Trail	U	❑ The Crucible	R
❑ Big Bruiser	U	❑ Grove of Willows	VC	❑ Philippe Benoit	R	❑ The Demon Within	C
❑ Bite of the Jellyfish	U	❑ Gruff Lieutenant	C	❑ Poison Needles	U	❑ The General	U
❑ Blade Palm [[rare?]]	U	❑ Hallowed Earth	VC	❑ Police State	U	❑ The Hanging Coffins	R
❑ Blessed Orchard	VC	❑ Hands Without Shadow	C	❑ Police Station	R	❑ The Hungry	U
❑ Booby Trap	C	❑ Havoc Suit	C	❑ Political Lock	U	❑ The Pledged	VC
❑ Brain Bug EQ3200	R	❑ Healing Earth	C	❑ Positive Chi	U	❑ The Rackets	U
❑ Brain Eater	U	❑ Helix Chewer	U	❑ Power of the Great	R	❑ The Reconstructed	U
❑ Bull Market	R	❑ Helix Rethread	C	❑ Probability Manipulator	R	❑ The Red Lantern Tavern	R
❑ Buro Assassin	C	❑ Heroic Conversion	U	❑ Progress of the Mouse	U	❑ The Unspoken Name	R
❑ Buro Official	U	❑ Hill of the Turtle	U	❑ Prototype X	R	❑ Theft of Fortune	R
❑ Cabinet Minister	C	❑ Homo Omega	R	❑ Proving Ground	U	❑ Thing With a 1000 Tongues	R
❑ Capoeira Master	R	❑ Hopping Vampire	C	❑ PubOrd Officer	VC	❑ Thorns of the Lotus	VC
❑ Cave Network	VC	❑ Hostile Takeover	U	❑ PubOrd Raid	C	❑ Throwing Star	U
❑ Cellular Reinvasion	U	❑ House on the Hill	C	❑ PubOrd Sniper	C	❑ Thunder Knights	C
❑ Chains of Bone	U	❑ I Ching	U	❑ PubOrd Squad	VC	❑ Thunder on the Mountain	U
❑ Charmed Life	U	❑ Iala Mané	R	❑ Quai Li	R	❑ Thunder on Thunder	U
❑ Chin Ken	R	❑ Ice Warriors	C	❑ Quan Lo	R	❑ Tomb of the Beast	U
❑ Chinese Doctor	C	❑ Illusory Bridge	C	❑ Queen of the Ice Pagoda	R	❑ Tomb Spirit	R
❑ Chromosome Screamer	U	❑ Imperial Boon	R	❑ Really Big Gun	C	❑ Tooth of the Snake	U
❑ Church Official	U	❑ Imperial Guard	U	❑ Realpolitik	C	❑ Tortured Memories	C
❑ City Square	R	❑ Imprisoned	C	❑ Redeemed Assassin	R	❑ Trade Center	C
❑ Claw of the Tiger	U	❑ Inauspicious Reburial	C	❑ Reinvigoration Process	U	❑ Training Sequence	C
❑ Code Red	C	❑ Inexorable Corruption	C	❑ Return to the Center	U	❑ Tranquil Persuader	R
❑ Combat Aircar	U	❑ Infernal Plague	U	❑ Righteous One	C	❑ Turtle Beach	R
❑ Confucian Sage	U	❑ Infernal Temple	C	❑ Rigorous Discipline	C	❑ Twilight	U
❑ Confucian Stability	C	❑ Inner Sanctum	VC	❑ Ring Fighter	VC	❑ Ultimate Mastery	R
❑ Contract of the Fox	U	❑ Instrument of the Hand	VC	❑ Roar of the Beast	R	❑ Undercover	U
❑ Covert Operation	C	❑ Into the Light	U	❑ Robot Arm	U	❑ Undercover Cop	U
❑ Cry of the Forgotten	U	❑ Iron and Silk	C	❑ Robust Feng Shui	U	❑ Vampiric Touch	U
❑ Curtain of Fullness	U	❑ Jack Donovan	R	❑ Sacred Ground	VC	❑ Vassals of the Lotus	VC
❑ Dance of the Centipede	C	❑ Jagged Cliffs	VC	❑ Sacred Heart Hospital	R	❑ Veiling of the Light	U
❑ Dangerous Experiment	R	❑ Johann Bonengel	R	❑ Safehouse	R	❑ Victory for the Underdog	C
❑ Dawn of the Righteous	C	❑ Johnny Tso	R	❑ Salvage	U	❑ Vivisector	U
❑ Death Touch	R	❑ Jueding Shelun	R	❑ Satellite Surveillance	U	❑ Vladimir Kovalov	R
❑ Deathtrap	C	❑ Kan Li	R	❑ Scroll of Incantation	U	❑ Walker of the Purple	U
❑ Desdemona Deathangel	R	❑ Kar Fai	R	❑ Seal of the Wheel	R	❑ Walking Corpses	C
❑ Difficulty at the Beginning	U	❑ Killing Rain	C	❑ Secret Headquarters	R	❑ Water Sword	R
❑ Dim Mak	U	❑ King of the Thunder Pagoda	R	❑ Secret Laboratory	C	❑ Web of the Spider	R
❑ Disintegrator Ray	U	❑ Kinoshita House	R	❑ Security	C	❑ Whirlwind Strike	C
❑ DNA Mage	C	❑ Kun Kan	U	❑ Seed of the New Flesh	U	❑ White Disciple	C
❑ Dr. April Mucosa	R	❑ Larcenous Mist	U	❑ Shadow Creeper	C	❑ White Ninja	R
❑ Draco	R	❑ Last Outpost	C	❑ Shadowfist	R	❑ Wind Across Heaven	U
❑ Dragon Adept	U	❑ Last Stand	R	❑ Shadowy Horror	VC	❑ Wind on the Mountain	U
❑ Dragon Fighter	C	❑ Lily Pond	VC	❑ Shadowy Mentor	C	❑ Wong Fei Hong	R
❑ Dragon Mountain	R	❑ Liquidators	VC	❑ Shamanistic Lieutenant	R	❑ Zheng Yi Quan	R
❑ Drug Lab	R	❑ Luis Camacho	R	❑ Shaolin Master	U		
❑ Dump Warrior	C	❑ Mad Dog McCroun	R	❑ Shaolin Monk	VC		
❑ Edge Warrior	C	❑ Marked For Death	C	❑ Shaolin Sanctuary	C		
❑ Elderly Monk	R	❑ Marsh	VC	❑ Shaolin Warrior	C		
❑ Eunuch Underling	VC	❑ Masked Avenger	U	❑ Shattering Fire	U		
		❑ Maverick Cop	U	❑ Shattering Jade	U		

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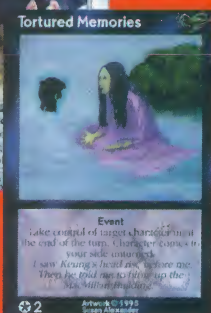
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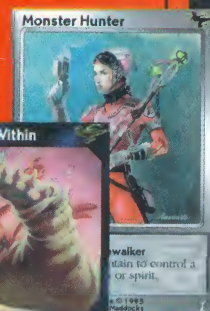


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GUARDIANS

Type	Name						
Elemental	Amber Well	External	Cyclops	Mortal	Bulbous Clamjack	Shield	Shield Ploog's Ox
Elemental	Angel	External	Dragon Wing Lord	Mortal	Bungee Bony Ridged	Shield	Shield Warhola's Snakes
Elemental	Annihilator Cloud	External	Embryonic Witch	Mortal	Captain	Shield	Stndrd Bearer Lightning 1
Elemental	Archangel Magnus	External	Eternal Witch Lord	Mortal	Captain Red Nose	Shield	Stndrd Bearer Lightning 2
Elemental	Archangel Odessa	External	Female Pixie	Mortal	Cave Giant	Shield	Stndrd Bearer Angelic 1
Elemental	Baal-a-Gog	External	Female Titan	Mortal	Cleric	Shield	Stndrd Bearer Angelic 2
Elemental	Baleful Eye	External	Giant Penguin	Mortal	Corporal	Shield	Stndrd Bearer Demonic 1
Elemental	Bealzebug	External	Goldthwaite Jumpers	Mortal	Cow	Shield	Stndrd Bearer Demonic 2
Elemental	Cherub	External	Grand PhooBa Schnee	Mortal	Desert Giant	Shield	Stndrd Bearer Dragon 1
Elemental	Corruption Stream	External	Grim Skull	Mortal	Drooling Clamjack	Shield	Stndrd Bearer Dragon 2
Elemental	Darkness Elemental	External	Groupie	Mortal	Elder Cave Giant	Shield	Stndrd Bearer Skull 1
Elemental	Death	External	Hair-de-hobbins	Mortal	Floyd the Flying Pig	Shield	Stndrd Bearer Skull 2
Elemental	Demon Horde of Kabod	External	Humungus Fungus	Mortal	Gn'Obby Gnomes	Shield	Stndrd Bearer Dark 1
Elemental	Devil Dog	External	Iron Crag Baggiers	Mortal	Gn'Olegable Gnomes	Shield	Stndrd Bearer Dark 2
Elemental	Devil Hedgehog	External	Iron Crag Bog'glers	Mortal	Gn'Ornish Gnomes	Shield	Stndrd Bearer Chicken 1
Elemental	Djinn	External	Iron Crag Bugglers	Mortal	Grand Avatar	Shield	Stndrd Bearer Chicken 2
Elemental	Doomwing	External	Kikijub	Mortal	Great Fanged Ogre	Shield	Stndrd Bearer Ox 1
Elemental	Dreaded Doom Dog	External	King of Mystfall	Mortal	Greedy Fiend	Shield	Stndrd Bearer Ox 2
Elemental	Earth Elemental	External	Lake Serpent	Mortal	Gribbus	Shield	Stndrd Bearer Snake 1
Elemental	Earth Mother	External	Leprechaun	Mortal	Gringe Commander	Shield	Stndrd Bearer Snakes 2
Elemental	Energy Leach	External	Male Pixie	Mortal	Gunner	Spell	Conjrol Destiny
Elemental	Energy Toad	External	Male Titan	Mortal	Haba Naba Daba	Spell	Detect Life Force
Elemental	Energy Well	External	Minataur	Mortal	Haba Naba Kaba	Spell	Dispel Magic
Elemental	Fire Elemental	External	Old Mold	Mortal	Horse	Spell	Energy Eater
Elemental	Fire Walker	External	Phantom Stalker	Mortal	Huge Rock Giant	Spell	Eye of Long Spying
Elemental	Gorgal Skag	External	Rik' Sook	Mortal	Ijce Ogre	Spell	Force Barrier
Elemental	Greater Air Elemental	External	Rock Rat	Mortal	Idiot	Spell	Helm of the Brotherhood
Elemental	Greater Energy Elemental	External	Rot Rat	Mortal	Idiot Fiend	Spell	Ice Storm
Elemental	Ice Elemental	External	Rouge Specter	Mortal	Jibber	Spell	Magic Feedback
Elemental	Ice Spirit	External	Schneebie	Mortal	Lancer	Spell	Make Juice
Elemental	Iron Lord	External	Shadow of Ashes	Mortal	Mad Fiend	Spell	Pepe's Slow Down
Elemental	Lawyer	External	Skeletal Minion	Mortal	Major Party Animal	Spell	Power Lunch
Elemental	Light Elemental	External	Slippery Slime	Mortal	Marshal	Spell	St. Ballantine's Evocation
Elemental	Lorg Mole	External	Sphinx	Mortal	Master Gunner	Spell	Summon Gravity Well
Elemental	Magma Elemental	External	Tiny Flying Fungus	Mortal	Merchant	Spell	Summons Gate
Elemental	Mist Veiler	External	Valkyrie Spirit	Mortal	Mule	Spell	Vitales Dark Cloud
Elemental	Moon Spirit	External	Vampire	Mortal	Na 'Boob	Stronghold	Carreg Amroth (C) Stronghold
Elemental	Mud Elemental	External	Vampire Lord	Mortal	Paladin	Stronghold	Carreg Amroth (R) Stronghold
Elemental	Old Nick	External	Wailing Specter	Mortal	Party Animal	Stronghold	Carreg Amroth (L) Stronghold
Elemental	Primordial Goo	External	Water Nymph	Mortal	Pauly, Official Parrot	Stronghold	Flame Cannon
Elemental	Rain Spirit	External	White Unicorn	Mortal	Pesky Varmit	Stronghold	Khnumian Stronghold (C)
Elemental	Rock Lord	External	Wild Nymph	Mortal	Pig Dog	Stronghold	Khnumian Stronghold (L)
Elemental	Rock Spirit	External	Will'o the Wisp	Mortal	Pink Flamingos	Stronghold	Khnumian Stronghold (R)
Elemental	Roving Force Inferno	External	Winterseed's Maiden	Mortal	Ploogak the Conqueror	Stronghold	Large Idol
Elemental	Sand Lord	External	Winterseed's Mistress	Mortal	Polar Ice Ogre	Stronghold	Sabu Amantek (C)
Elemental	Sleeping Spirit	External	Wood Nymph	Mortal	Reverend Smilin' Jack	Stronghold	Sabu Amantek (L)
Elemental	Smoke Spirit	External	Wraith	Mortal	Rock Giant	Stronghold	Sabu Amantek (R)
Elemental	Snow Daughters	External	Zombie	Mortal	Seer	Stronghold	Sacrificial Alter
Elemental	Spirit of the Forge	Guardian	Finn-Swamp King	Mortal	Shadow Spy	Stronghold	Teleport Tower
Elemental	Spirit of the Hunt	Guardian	Gaar-Influencer of the Masses	Mortal	Shadow Warrior	Terrain	Dry Heaps
Elemental	Stinking Spirit	Guardian	Harkin-Spreader of the Wealth	Mortal	Slag Bunny	Terrain	Labyrinth of Spires
Elemental	Succubus	Guardian	Rak Nam-Leader of the Mighty	Mortal	Sloarch	Terrain	Mountains
Elemental	Sun Spirits	Guardian	Siin-Stealer of the Power	Mortal	Snibs Bony Ridged	Terrain	Rivers and Lakes
Elemental	Tangle Web	Guardian	Tes Let-Leader with Foresight	Mortal	Snogwart	Terrain	Swamp
Elemental	Thunder Hawk	Guardian	Thak-Steady Hand	Mortal	Sorcerer	Terrain	Woods
Elemental	Trumpeter	Guardian	Tookle-Leader of the Many	Mortal	Speckled Clamjack		
Elemental	Vapor Elemental	Item - Cr	Amulet of Flying	Mortal	Super Model		
Elemental	Warrior Spirit	Item - Cr	Heels of Speed	Mortal	Swordsmen		
Elemental	Water Spout	Item - Hnd	Anvil of Heaviness	Mortal	Thackle		
Elemental	Whispering Spirits	Item - Hnd	Eye of Missile Mayhem	Mortal	Ugly Wart Fiend		
Elemental	Wind Spirit	Item - Hnd	Hammer of Doom	Mortal	Vampire Hunters		
Elemental	Wood Spirit	Item - Hnd	Holy Grail	Mortal	Varmit Archers		
Elemental	Yandrax	Item - Hnd	Monolith of Power	Mortal	Visionary		
External	Arms of the Earth	Item - Hnd	Potion of Movement Essence	Mortal	Watcher		
External	Bantam Drake	Item - Hnd	Rocks of Skull Cracking	Mortal	Yard Rat		
External	Black Lung	Item - Hnd	Rooster	Mortal	Babes		
External	Black Unicorn	Mortal	Agent of Shadow	Other	Beer		
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GUARDIANS DESIGNER REVEALS ALL!



We had a power lunch with party animal Luke Peterschmidt and we bribed him to give us his favorite cards...

I thought I'd take a minute to examine some of my favorite cards from Guardians and share how I use them. Some of these cards are powerful in their own right, while others are more devious and sneaky. Not all of these cards are Rare (in fact, many are Common), but all can be devastating when used correctly.

Here are my Top 10 favorite Guardians cards (in no particular order).

The first three are designed specifically to target an opponent's Guardian for, uh, "removal":



1) Power Lunch

This useful little spell has caused the demise of more Guardians than I can remember. Often I will attack a stronghold space with a full shield and win the combat, but lose a few creatures. If my opponent has a good memory, he will count up the total vitality and decide that I pose no threat to his Guardian. Little does he know that in my Storage hand is this killer spell. Next turn, I attack the Guardian, use all my little creatures first, then play Power Lunch on my biggest creature, channel him up, and end the game. Sometimes I am tempted to play this spell on a rela-

tively unimportant combat only to find later that I should have saved it.



2) St. Ballantine's Evocation

Another common spell. This one allows you to destroy any Knight of yours along with its opponent in a match-up. Big deal, right? You would only play this card if you had already lost the Knight anyway. But what if your opponent is a Guardian? Game over. A particularly mean combo is St. Ballantine's Evocation, a Knight, and an Amulet of Flying—a flying, self-detonating, Guardian killer.



3) Corruption Stream

This is a more straightforward Guardian killer. While not as surprising

as the two options above and a little harder to get into place, the Corruption Stream has the benefit of not being able to be dispelled.

I classify the next three cards as Space Winners. These cards may not win the game, but are useful in the short term.



4) Party Animal

While not much of a fighter, the Party Animal is immune to any creature that can be bribed—that is, to most of the creatures in the game! While secondary attackers will almost always beat the Party Animal, it can be an incredible nuisance and stick around for quite a long time, especially if you have a large number of creatures in a shield.

5) Crystal Flash

Because of its immunity, this is my favorite creature in my Small Creature deck. If your opponent has one



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Mail your entries to GUARDIANS CONTEST,
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of those "I have one Huge Creature and seven Small Creatures under my shield" shields, this card is perfect. Very few Small Creatures can beat it, and large ones don't do any damage at all except as secondary attackers. This card, like the Party Animal, has a high "Opponent Frustration Index."



6) The Idiot

This card fits well into any deck. The first time players see one in a Booster, they can't imagine what use it is, but to the experienced player, this zero-Vitality creature is like money in the bank. No other card in the game

can be added under a shield an infinite number of times in this way. While your Idiots draw out your opponents, your secondary attackers get to pick and choose who and where they fight. Played correctly, Idiots can almost guarantee a victory in combat.

The last four cards are just plain cool.

8) Force Barrier

Worried about a shield? Just play this spell and take it out of the game for a turn.



10) Dispel Magic

This often-overlooked staple is one of the most fun cards to play. As a demented player, I love pulling this one card out of my hand and spoiling an opponent's best-laid plans. Imagine the Eye of Missile Mayhem spell being discarded—all those juicy ranged attackers just sitting there waiting to be clobbered by your secondary attackers. If it only worked against bribery...

7) Earth Mother

I'm not going to ruin the strategy of this card—learning it is half the fun. Two words: No Terrain Deck (OK, three words).



9) Pirate Gunners & Eye of Missile Mayhem

This is one of my all-time favorite card combos. The Eye of Missile Mayhem card completely removes any negative side effects of using ranged attackers. No longer do my Pirates worry about being slaughtered in the secondary attacker round.



Those are some of my personal favorites. Of course, I'm not going to give away all my secrets....

COLLECTIBLE THE ART OF

by Jap



Counterspell by Mark Poole, Granite Gargoyle by Christopher Rush and Wrath of God by Quinton Hoover. Thus began my collec-

tion—an ongoing adventure that has taken me to art shows and auctions, created relationships with specific artists, expanded my collection to include pieces from over a dozen different artists and given me some insights to share.

The two reasons for choosing to invest in CCG art are appreciation for the art itself and profit. When you consider the high prices of certain individual cards based on their playability and numbers in print, and then consider that of the thousands and thousands of Icy Manipulators there is only one original piece of art for the Manipulator, the mind starts to see dollar signs.

Speculation runs wild, like goblins around a goblin shrine. It's important to understand that art has always been speculative. What may be hot, hip or smokin' one week may be passé the next. A piece that you paid hundreds or even thousands of dollars for may be barely salable when you suddenly need some quick cash. Also, when you buy original card art, you rarely get publishing rights. You can't make photocopies and sell them for \$5 each, hoping to recoup your original investment. Thus, speculating in Magic art carries a fair amount of risk—unless, of course, you invest primarily for the first reason: an appreciation of beauty. Probably the best reason to buy art is because you like it. Art that gives you pleasure or evokes certain feelings and emotions is an investment for the soul.

A crazed look in the eyes of the local game store employees should have been my warning to hightail it back home to my fantasy roleplaying (FRP) dice, mats and figurines. But there I stood, watching them learn Magic: The Gathering, a new game that would be officially introduced a week later at GenCon '93. I'd entered the game store that day as a basic all-American FRP hobbyist, and by the time I'd left I'd been converted into a cutting-edge, mold-breaking Magic fanatic. And though I didn't realize it at the time, I'd also become an art collector.

A month or so into the early days of the Magic craze, I pulled some rules clarifications off the Internet that made reference to an art dealer in Washington who was selling the original art from the cards. I immediately called the dealer and was amazed to discover that, indeed, the actual art that was used to create the images on the cards was available. I flipped through my card collection, comparing the cards to what he had for sale. Before the end of our conversation I had purchased

So, when choosing art to buy, get something you like. Get something that appeals to your aesthetic sense or has meaning for you.

One of my favorite pieces is Balance by Mark Poole. Every day it nudges my brain to check the balance I bring to the various elements of my life, including family, business, friends and self. Conversely, Quinton Hoover's Nettling Imp was for sale and was the last Hoover available from the initial print run. I really wanted another one of his pieces and the Imp is one of his finest. But I didn't feel comfortable with the idea of having a nettling imp hanging on the walls of my office. Who knows what havoc he might wreak? And yes, it's only a picture, but I knew I couldn't live or work with that piece, so I passed on the opportunity.

There are other things to consider that will help you make wise investments in fantasy card art. Art that has broad appeal can help sustain the market value of your purchase. Often this appeal means buying (or not buying) a particular artist's works. Choose an artist who consistently creates good pieces, or who has a particularly appealing style. I've actually found it helpful to organize my various Magic card collections by artist. This way I get familiar with the different styles and with how consistent or prolific an artist is. You can also get a feel for how an artist is improving as he/she gains more experience. This may give you insights into up-and-coming Magic artists.

The rarity, playability and desirability of collectible cards can also affect the broader appeal of the art. For example, Walls of Various sorts, while they are decent Magic playing cards, generally don't fall into the rare or gotta-

LECTING OF MAGIC

Khalsa

have-it-cuz-it's-so-cool category. This appeal is reflected in the availability and prices of wall art. On the other hand, just try to get your hands on the original art for the Yawgmooth Demon, or, for that matter, any of the Elder Dragons. This is familiar to those who collect original animation cells. Cells from "The Simpsons" are expensive and hard to get, while cells from "The Ewoks" can be bought with lunch money.

The price of the art can also affect what you ultimately purchase. For art connoisseurs on a budget, prints may be the way to go. A large selection of card art is now available in limited-run, signed, numbered prints. This is a great way to collect the art affordably and with less risk (and probably less reward). Prices for prints range from \$15 to \$35, depending on the artist and the piece.

Prices for the original art range from \$200 to \$1,000, with many factors affecting the price. Art that has a broad appeal, based on the image, the artist or the playability of the card, may command a higher price. But the emotion of the buyer and the seller/artist can affect the price of the art. Someone who's just got to have a certain piece, for whatever reason, may be willing to pay a premium. Conversely, some artists or collectors get very attached to some (or all) of their work, and use high prices (or no prices) to discourage buyers. Some artists don't want to sell originals because they're using them to keep a steady flow of prints coming for dealers and retailers.

Where you buy the art can affect the price and the availability. Fantasy art dealers can be a good source for M:TG and other collectible card art "Dealers make

shopping easier," says Marc Rieck of Wizards Gallery. Also, since they're not emotionally involved, they can offer honest opinions on specific pieces and specific artists. A good art dealer will have a broad selection of pieces by a variety of artists. The dealer can also help frame pieces and get them mounted with the matching signed card. When you go through a dealer, you should expect to get superior customer service, and you may have to pay a small premium for that service. For budget-minded collectors, art dealers, game stores and mail order shops now carry a large selection of various prints from different artists.

Game/comics conventions and fantasy art shows are another source for art, and you can see the actual pieces before you buy. Also, since artists make an effort to display them well, they may already be mounted and framed nicely. Often certain pieces will either be up for silent auction; you bid on a piece by filling out a bid form with your name and the price offered or sometimes there's a "Quick Sale" price; if you bid it, the piece is yours. Another advantage to art shows and conventions is that you often get to meet the artists in person.

More recently, I've found that it's possible to buy directly from some of the artists. By going direct, I get a clearer sense of which pieces are available. Also, because there's no middleman, I can sometimes get a slightly better price than through a dealer, while at the same time putting more money in the artist's pocket. I don't often haggle with the artists over price because I think they deserve every penny.

After you've made a purchase of original card art, take some steps to protect your investment. The very first thing I do, even before it's shipped to me, is to add a floater to my insurance policy.

Framing your art not only protects it, but gives you a chance to exercise your own artistic sense when choosing frames and mats. Some artists sell their art pre-framed, so there's not much you need to do unless you don't like what they've done. For art that comes unframed, you can frame it yourself or take it to a framing shop. I prefer simple, colored, metal frames with an appropriate mat. I also always have the matching playing card mounted to one side of the piece. Be careful to keep direct sunlight from hitting the art and fading the colors.

In addition to displaying the art in my home and office, I like to find opportunities to share the art with the people who have made this new genre of fantasy card games so successful—the players. I will often bring a piece or two to the Zephyr cafe in San Francisco on Thursday nights, where there's a weekly gathering of 40-50 Magic players. People enjoy it and it adds to the mood and energy of the evening. Also, I will sometimes bring several pieces to put into the art galleries at game conventions. These are the same shows where artists have pieces up for sale, but I mark mine NFS (not for sale).

So go ahead and get started. Buy your first pack—I mean, your first print or original—and get hooked on collecting the art. Choose wisely, and get something you like or that has meaning for you. Of course, different things appeal to different people. My business partner, Jeff Brain (an otherwise normal person) found deep personal meaning in his recent art purchase—The Dingus Egg. Go figure.



D. G. CHICHESTER

For those not familiar with your past accomplishments...who is D. G. Chichester?

Wanted in seven states...but I'm sure they'll drop those charges! I'm one of comics' taller writers, known for a deep voice, battered cowboy boots, a funny haircut and dripping sarcasm. Most readers who've never met me look at the body of my work (which tends toward the grim and over-the-edge action-adventure and horror, conveyed through complex plots and stylized wordplay), connect it up with "Chichester" (sounds so veddy, veddy English, don't you know) and figure I'm some British guy with a tweed jacket over my shoulder, a pipe in my mouth, and a worn Smith-Corona tucked under one arm (those typewriter keys really dig into the skin!). Truth is, I lean more toward Macintosh Powerbooks, Charms Blowpops and Warner Brothers apparel. See a guy like that, and there's a chance he shares the same list of credits I do: comics like *Daredevil*, *Elektra*, *SHIELD*, *Hellraiser*, a movie script or two, and even some dia-

logue for video games.

Oh, and I once played a corpse lying in a bowl of oatmeal in a movie called *Deadtime Stories*.

What does the D. G. stand for?

Dear God, Dark & Gritty, Don't Guess.

How did you get into the comics industry?

Took a left turn at film school! Actually, more like a very right turn, seeing as how things turned out pretty durn good. I get to do what I like—tell stories—and they pay me for it. The truth is always boring (which is why it's more fun to make things up), but in a nutshell, film

school left me pretty broke (don't even start with my parents!), and the student employment office had a seven-buck-an-hour job as a typist at Marvel Comics. That didn't pan out, but there was a four-something-an-hour gig as the editor-in-chief's personal gopher (go-fer this, go-fer that!). Hey, I was desperate! One thing led to another, and that pathetic position was left behind, first for an assistant editor's job, and then for a lofty business card that read "editor." Problem was, they still paid about four-something an hour; actually maybe I had to pay them to keep the job. It's a very painful and destitute time to remember—I've blocked it out! To supplement my meager income, I started

putting my writing skills to work on the side and that paved the road for my being able to go freelance and write when and where I want.

Either that or it started with that alien abduction off the coast of Easter Island.

How did you feel when Acclaim approached you to write for the Magic series?

Very lucky and extremely flattered. Acclaim's goals are very high-profile and quality-driven on this project, and that's just terrific to be a part of. I get a chance to bring my style of writing out there to readers who may not be familiar with my work—all Magic fans are not comic fans and vice versa—and that's a nice bridge to be able to build as a storyteller.

How do you keep the world of Dominaria on track? Is there a reference book or atlas?

There may be an atlas somewhere at WotC, locked in a deep dark vault—or a lobe of Richard Garfield's tremendously





creative brain—but it'd have to be a work in progress, 'cause it's obvious that Magic and its lands are part of a constantly expanding map.

The nice thing about *Homelands* is that since it takes place in a specific world and involves very specific characters, we were able to focus on that very nicely; it not only made for a strong story, but also meant we didn't have to get distracted by going off in too many directions at once. This was especially important for readers who might not be familiar with Magic (hey, there are people living in caves!). WotC did supply us with an extensive overview document, which established the background story of the *Homeland*, as well as a breakdown of the concept behind each card in the set. So with those two as tour guides, we were able to navigate around and pick and choose which characters, artifacts and spells would really work to strengthen the comic.

Who do you work with at Wizards of the Coast?

Actually, most of my dealings have been with Jeff Gomez, the editor at Acclaim. Making sure the magic of Magic works as a comic is a full-time job all its own, and Jeff's been great about coordinating those concerns. His (and Acclaim's) obvious passion for the game and the material behind it really elevated the assignment past the sadly typical licensed

"I get to do what I like—tell stories—and they pay me for it. The truth is always boring (which is why it's more fun to make things up), but in a nutshell, film school left me pretty broke (don't even start with my parents!), and the student employment office had a seven-buck-an-hour job as a typist at Marvel Comics."

comic ("Here! Do this over the weekend or we'll find a trained monkey to type something out!") and instead sent a signal that the goal was to provide readers with something distinctive and special.

That said, we did have one big day-went-by-in-a-blur meeting with folks out at WotC, and both John Tynes and Scott Hungerford (who penned many of the original concepts behind the *Homelands* expansion set) were really instrumental in guiding and encouraging the storyline that would go into the comic.

and not as often as I like—but my brothers, Keith and Peter, are both completely "infected." They keep me on my toes, and keep threatening to use me as a guinea pig for the newest insidious deck they've constructed. And I'm the one who got them started, so I've only myself to blame.

What was the most interesting part of writing the *Homelands* series?

Well, it's like a graphic novel—a one-shot, high-quality package—although there's so much about the world of Ulgrotha (the land where *Homelands* takes place) that there's more than enough opportunity for an ongoing series (hey, Acclaim—hint, hint!).

Really, the most interesting aspect for me was having the opportunity to work in a new genre. I've covered the bases pretty

Did you encounter any problems when writing the *Homelands* series?

I didn't make my connecting flight back from the West Coast for our big top-secret story meeting, and had to wait three hours for another plane back to New York...then had to deal with a two-hour cab ride with a ranting lunatic (which about sums up most cab rides that start in NYC!) in order to finally make it home.

Aside from that (and a "it's comics so it's due yesterday!" deadline!), there've been no problems. It's been a real Class A project from word one, one that I'm really looking forward to coming out and being associated with.

Are you an avid player of M:TG? Have you played other collectible card games as well?

I don't think "avid" goes quite far enough to describe the Magic player. Is it possible to use the word "rabid" without it seeming insulting? I do play the game—not very well,





well in suspense, espionage, urban adventure... but I've never really had the chance to try my hand at epic, sweeping fantasy-style storytelling before. Taking my tale-telling techniques (try saying that three times fast!) in that direction has been both challenging and invigorating.

Can you give us a preview of *Homelands*? What happens?

It's the story of Feroz and Serra (as in "Serra's Angels"), two Planeswalkers who come from across Ulgrotha (the *Homelands* of the title), a world that suffered a tremendous cataclysm in its past. The lands have been largely blasted clear of precious Mana, leaving only select strips suitable for life and sorcery. Taken with the world and its incredible variety of life forms and cultures, Feroz and Serra set themselves up as its caretakers...which sits none too well with the brooding Baron Sengir (he of the "Sengir Vampires"), who has his own plans for the *Homelands*.

An interesting aspect of the story in *Homelands* is that it leads you right up to the point where the expansion set lands in the player's hands. In other words, while *Homelands* tells you a story that takes place prior to when the cards themselves are in play, the philosophies behind the world itself give readers a

sense of history as they integrate *Homelands* cards into their decks and strategies.

Which artist(s) have you enjoyed working with the most on *Homelands*?

Since there's only one artist on *Homelands*—Rebecca Guay—the honor would have to go to her on that one! I know the Hildebrandt brothers are supplying the cover, so that's certainly going to be fantastic, but we're not working back and forth on that to the same degree. Rebecca and I had a chance to exchange ideas at our WotC meeting. I was very impressed with her obvious talent with a paintbrush, but also with her commitment to treating the project as something unique, and not "just another job." Between our own talks and those with the WotC crew, we established some very strong atmosphere and approaches for *Homelands* that I believe will be markedly different from other fantasy projects in comics.

On other projects?

This is tough, 'cause I know I'm gonna offend someone by leaving a name or two out—no slight to anyone! Thing is, I've been extraordinarily lucky with the caliber of talent I've had the good fortune to collaborate with on all

manner of projects. But if two had to stand out, it would be Bill Sienkiewicz (*Moby Dick*, *Wolverine:Inner Fury*) and Scott McDaniel (*Daredevil*, *Elektra:Root of Evil*). Two different approaches to art, but very similar in the sense of a personal vision, utter integrity in bringing it to the page with illustrative power and excitement, and the fact that we really "clicked" on projects. Everything's in sync in moments like that, and the final piece of work is truly more than the sum of what you've both brought to the table.

What has been the most enjoyable project in your career?

Daredevil, the blind lawyer turned street crusader. It was a character and comic title I invested a lot in, over the course of almost five years. Among other things, it was a terrific group of creative individuals to work with, and we were able to take a great many chances with story material and the approach to the character. The reader response was tremendously positive; it really proved to us that you can provide the fans with exciting new angles that don't compromise what makes the character tick, and that you don't have to write/draw down to them with tired retreads of the same old, same old...

What should we look for in the future from D. G. Chichester?

I've got an idea or three for taking storytelling hi-tech, both on the Internet (if some half-baked politician doesn't shut it down first in search of a sound bite) and by way of CD-ROM electronic entertainment. In the meantime, there are lots more comics to keep me busy: *Motorhead*, a real wild superhero ride from the good folks at Dark Horse; *Hexpionage*, a "what if?" story (but aren't they all?) involving the characters Dr. Strange and Nick Fury in a Marvel universe overrun by magic (hocus-pocus, not card games!); and the Batman/*Daredevil* crossover, with my old horn-head collaborator/accomplice, the incomparable Lee Weeks.

And figure on a lot more excuses for what the "D.G." stands for.

Illustrations shown here are by
Rebecca Guay from the
upcoming *MAGIC: THE GATHERING*
HOMELANDS graphic novel from
ACCLAIM COMICS.

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Comics, Cards, & More	Overland	MO	Mint Condition	Port Washington	NY	Major Players	El Paso	TX
Games, Crafts, & Hobbies	Overland	MO	Adventures & Hobbies	Rochester	NY	Sunrise Games & Comics	Houston	TX
Mueller Sportscards	Pacific	MO	Crazy Ego's	Rochester	NY	Comic Zone	Houston	TX
Paragon Collectibles	Raytown	MO	Saratoga Sci-Fi	Saratoga Springs	NY	Commissary Games & Hobby	Houston	TX
Wizard's Wagon	University City	MO	Fourth World Comics	Smithtown	NY	Gamemasters	Houston	TX
Diversions	Biloxi	MS	Alternate Realms	Staten Island	NY	Player's Texas Sports	Huntsville	TX
S & H House of Cards	Holly Springs	MS	Comic Attitudes	Staten Island	NY	Mad Hatter's	Lubbock	TX
Aardvark Books	Meridian	MS	Mark's Comics	Valley Stream	NY	Pooch's Non-Sportscards	McGregor	TX
Splash Page	Billings	MT	Pegasus Hobbies	Watertown	NY	Green Cheese Cards	Orange	TX
Hastings Books	Bozeman	MT	Dragon's Lair	West Seneca	NY	Specialties	San Angelo	TX
Natch's Crafts & Hobbies	Missoula	MT	3rd Universe	Yorktown Heights	NY	Alamo City Trading	San Antonio	TX
The Treasure Chest	Missoula	MT	Hobby Brothers	Chillicothe	OH	Hastings Books	Sherman	TX
High Point Sportscards	High Point	NC	Comic Central	Cincinnati	OH	Castle Comics & Cards	Spring	TX
Essential Comics	Raleigh	NC	Drowsy Dragon	Columbus	OH	Comics & Cards	Spring	TX
Pair-A-Dice Games	Winston-Salem	NC	Guard Tower	Columbus	OH	Ground Zero Comics	Tyler	TX
Mary's Hardware	Mandan	ND	D & D Cards & Comics	Kettering	OH	Games People Play	Logan	UT
Book Trader	Minot	ND	Bone Cellar Comics	Mansfield	OH	L & K Hobby	Orem	UT
Spellbound	Lincoln	NE	Emagication	Mentor	OH	Games People Play	Orem	UT
Dragon's Lair	Omaha	NE	Comic Shop Plus	Newark	OH	Superhero Sandwich Co.	Provo	UT
Hooksett Comics	Hooksett	NH	Great Eastern Comics	Northwood	OH	Comics Utah	W. Jordan	UT
Club Comics	Lebanon	NH	Game Room	Toledo	OH	Games People Play	W. Valley City	UT
The Comic Store	Nashua	NH	Games Royale	Norman	OK	Game Parlor	Chantilly	VA
The Castle Comics	Barnegat	NJ	Hastings Books	Norman	OK	Double J	Hampton	VA
New Concept Sports	Berlin	NJ	Game HQ	Oklahoma City	OK	Fantasy Five & Dime	Herndon	VA
Game Master	Fair Lawn	NJ	J.J. Sportscards	Albany	OR	American Distribution	Manassas	VA
Comic Relief	Freehold	NJ	Magika West Entertainment	Forest Grove	OR	Fantastix	Richmond	VA
Universal Comics	Scott's Plains	NJ	Iguana Comics	Grants Pass	OR	Primal Pages	Richmond	VA
Santa Fe East	Vorhees	NJ	DJ's Comics & Cards	Lake Oswego	OR	T. P. S. Sportscards	Virginia Beach	VA
C.J.'s Extra Innings	Westfield	NJ	Coastal Collectibles	Lincoln City	OR	Dragon's Leyr	Rutland	VT
Albuquerque Coins	Albuquerque	NM	Comic Quest	Milwaukee	OR	American Tape West	Belleuve	WA
Gamesquest	Albuquerque	NM	Adams Family	Portland	OR	Eagle Games	Bellingham	WA
Noble Collectibles	Albuquerque	NM	Cosmic Comics	Portland	OR	Class Act Cards	Burlington	WA
Tall Tales Comics	Albuquerque	NM	Game Pad	Portland	OR	Great Escapes	Everett	WA
Wargames West on Central	Albuquerque	NM	C.R. Taos	Allentown	PA	West Coast	Federal Way	WA
Green Spray Bookstore	Hobbs	NM	Ye Old Hobby Shop	Altoona	PA	Wizards of the Isle	Oak Harbor	WA
My Book Store	Las Cruces	NM	Phoenix Comics & Cards	Edwardsville	PA	Musik City	Port Angeles	WA
Pete's Hobbies	Los Alamos	NM	Comix Universe	Hanover	PA	Puss N' Books	Redmond	WA
Foot's Paradise	Santa Fe	NM	Patty's Paperbacks	Indiana	PA	Comic Express	Richland	WA
Video Casa	Taos	NM	The Comic Store	Lancaster	PA	Comic Stand	Seattle	WA
Collective Images	Henderson	NV	Phantom of the Attic	Monroeville	PA	Golden Age Collectibles	Seattle	WA
Asgaard Hobbies	Las Vegas	NV	MFB	Pittsburgh	PA	Psycho 5	Seattle	WA
C.C. Books	Las Vegas	NV	Phantom of the Attic	Pittsburgh	PA	Wonderworld Books	Seattle	WA
Instant Replay	Las Vegas	NV	Sports Stuff	Trappe	PA	Meryl's Bookstore	Spokane	WA
Triple J Hobbies	Las Vegas	NV	The Comic Store West	York	PA	Five Star Video	Tacoma	WA
Flights of Fantasy	Albany	NY	Enterprise Collectibles	East Providence	RI	Collector's Exchange	Appleton	WI
Sportscards Plus	Albany	NY	Alternate Realities	Greenville	RI	Pegasus Games	Madison	WI
Bayshore Hobbies	Bayshore	NY	Ganz of Kingston	Kingston	RI	2 stores: State Street and Odana Road		
Fantasy Books, Inc.	Belleville	NY	Quantum Comics	Camden	SC	Virtual Gaming Center	Milwaukee	WI
Collector's Corner	Brooklyn	NY	Power Alley	Mt. Pleasant	SC	The Emporium	New Richmond	WI
Collector's Inn	Buffalo	NY	Outer Limits	North Augusta	SC	Level 12	Casper	WY
Flight Into Fantasy II	Buffalo	NY	The Merchant Gamer	Cookeville	TN	Comic Quest	Cheyenne	WY
Optimus Design Systems	Buffalo	NY	Funny Pages	Greenville	TN	Hero's Comics	Jackson	WY
T & C Cards	Canandigua	NY	Ziggy's Comics	Knoxville	TN	CANADA:		
Image Trading Co.	Fresh Meadows	NY	Texas Game Co.	Allen	TX	Asgard Games	Calahoo	Alberta
Magic Box	Glenn Falls	NY	Games Plus	Amarillo	TX	Dragonstrike Games	Victoria	BC
Not Only Baseball Cards	Hicksville	NY	Games Galore	Arlington	TX	Crossed Swords	Toronto	Ontario
Comics For Collectors	Ithaca	NY	Booksources	Austin	TX	GERMANY:		
Jackson Heights Books	Jackson Heights	NY	Funny Papers	Austin	TX	The Power	Postbauer-Heng	

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The Quest

Scott Burke is one of the top Magic players in the country, and ranked #11 in last year's Top 25. This is his trip report on the recent US National Championship, including information about all of the top decks. He can be reached for questions through scrye@aol.com or scott@oneworld.com.

The Beginning of the Road

My road to Origins began in February 1994, when I opened an Arabian Nights pack and discovered the Juzam Djinn. Over the next few months of play, a power-



SCOTT BURKE

ful deck concept emerged that combined the offensive power of the mighty Djinn and his brethren, the holy defensive strength of white and the subtlety of blue countermagic. I joined the Duelists' Convocation (the DC) and hit the tournament scene in the Northwest with Djinns in hand. After eight months, a milestone: I made the DC's Top 25 list. And with my #11 national ranking came an invitation from Wizards of the Coast to take part in the US National Championship at Origins.

"Fly to Philadelphia for some game? In July? You're crazy," said my girlfriend. It was likely—too much Magic can do that to a person—but still, the trip shimmered in the distance. (Later, I would discover *why* it was shimmering: the temperature in Philadelphia

would be over 100 degrees.) I bounced the idea around with friends over the Net. "You should go," said one. "Take the chance," said another. But I waffled.

Rules Trouble

I was trying to talk myself into it, but I had some severe reservations about the fairness of the rules. According to Wizards of the Coast, the semifinals for the US National Championship would be a round-robin system based on five matches of Sealed Deck tournament play, followed by five matches of Type 2 tournament play. The final eight players would then play single-elimination Type 2 on the final day of the convention to determine the four members of the US team, which would travel to Seattle in early August for the

World Championship.

The problem with WotC's rules was that 64 of the best Magic players in the country would be at the mercy of fate for the Sealed Deck half of the semifinals. There was no question that a good player would win this portion, but many good players would be denied any significant chance to win by receiving a poor set of cards (no trading was allowed). If another player and I were nearly equal in deck building and playing skill, the cards we received in the Sealed Deck would likely determine our respective placings. I wrote a petition and built consensus through the net. I called up Steve Bishop, the director of the DC, to lobby against Sealed Deck. With many of the Top 25 behind me, I hoped he'd listen. He spent two hours on the

phone with me and promised to think about it. That slim hope was enough; I bought a plane ticket with a week to spare.

Designing a Type 2 Deck

Suddenly it was time to design a national-caliber Type 2 deck. But I'd never played in a Type 2 tournament! I tried first to convert my proven Type 1 deck design, but the Type 2 version of my four-color Juzam Djinn deck was only a shadow of the original. Back to the drawing board. The next step was to build all the "classic" deck types, so I quickly built a white "weenie" deck, a black "discard" deck, a green/red "burn" deck, a blue/white "permission" deck and a red/black "Land destruction" deck. Then a friend came by with the first Ice Age cards I'd seen. I'd been unable to acquire any, although I had a card list from the Net. Now I could see what would prove to be key cards at Nationals: Pyroclasm, Zuran Orb, Anarchy, Orcish Lumberjack, and many others. I improved the classic decks as best I could with a few new spells from Ice Age, but playtesting quickly brought out all the old weaknesses. The weenie decks, already defenseless against Earthquake, were absolutely crushed by Pyroclasm. Without the Type 1 power cards like Moxes, the permission deck was too slow to recover from a first-turn Black Vise. And the Land destruction couldn't get started quickly enough to overwhelm the weenie decks. These results were nothing new. Back to the spell book.

I thought back to the past tournament season, looking for inspiration. I'd always wondered what a Magic tournament would be like if each player could change decks between each duel. Such a rule would take the contest to a

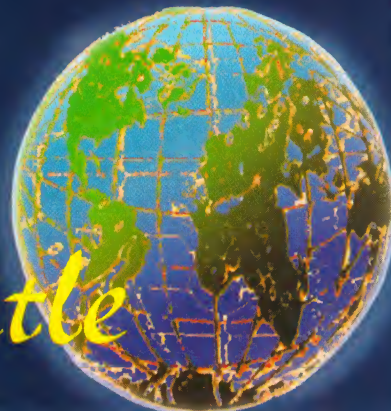
higher level as players tried to outmaneuver their opponents: the meta-game would become more important than any individual duel. The only way to win such a contest reliably would be to come with an encyclopedia of premade decks so that the perfect counter-deck was always available. If an opponent played a white weenie deck, out would come a black discard deck or a red burn deck with Earthquakes to demolish it. Part of the meta-game of Magic is that nearly every deck has a counter-deck that exploits its weaknesses. But how would it be possible to beat the field consistently? I needed to know what the field would be playing. Hmm...

Sizing up the Field

I picked up the phone. It was a college friend, Mark Chalice, who had placed third at the Southwest Regional. Turned out he was going to Origins, too. Mark still had to qualify (only the top two at Regionals were guaranteed a place in the semifinals), but he was confident that his new deck would get through the qualifiers there. Mark called his deck "Vise Age"; Henry Stern (from the Top 25) had recently won a big Type 2 tournament with it in Los Angeles. It sounded like a good concept, but it was built around Ice Age cards I didn't have. I wasn't about to use somebody else's deck idea, either—I wanted to build my own deck from scratch. The conversation turned to what kind of competition we expected to face in the semifinals at Origins. After some discussion, we came up with the following guesses. A slight majority (maybe 60%) of the field would be weenie decks and the vast majority (80%) would be playing red for direct damage of some kind. Heavy blue decks would be reasonably scarce

RIGINS:

for the National Title



(maybe 10%), and land destruction even scarcer. But discard decks might make up 15% of the total. Now I had a "field" to work with. I made plans to meet Mark at the convention and went back to the piles of Magic cards on the floor.

What beats weenie decks? Earthquake and Pyroclasm. What beats direct damage, specifically Lightning Bolts? Creatures with a toughness of four or more, Regeneration, or Protection from Red. What beats discard decks? Countermagic. What beats Land destruction? Why, Land. And now I could see it! This was the foundation for a deck. The colors would be blue and red. While it couldn't contain some of my favorite non-Lightning Bolttable creatures—Sedge Trolls and Serendib Efreets had been removed from the Fourth Edition and were no longer allowed in Type 2—it would use their near cousins, Uthden Troll and Ghost Ship. (The Azure Drake would be perfect, but he wouldn't be available until Chronicles.) Their Regeneration would mesh well with a Nevinyrral's Disk, which I'd need as a last resort against Enchantments—one weakness of the deck. For countermagic, I would rely on Counterspells and Power Sinks. And with red came a few more key cards: Lightning Bolts, Fireballs, and the all-important Shatters to deal with the Black Vise. To deal with Land destroyers, I'd run high on Land. (*Turn the page for the First Draft Deck*)

The Mana sources were designed to get two blue Mana into play as soon as possible, to power up the countermagic so I could survive a few turns. The Pyroclasms, Earthquakes, and Lightning Bolts were to get me to turn four, when I could start

casting creatures (turn four would be an Uthden Troll with an extra Mountain to regenerate it). Incinerates were tempting, because I figured the Uthden Troll would be popular, but I settled for the cheaper Lightning Bolts, since I'd want to have Mana free for countermagic. I had always been a big fan of Control Magic's efficiency: it effectively kills your opponent's creature and casts one for you. The Black Vises in the sideboard were specifically for other blue decks, which would likely be slow. The Blasts are among the most efficient sideboard cards for their cost. And the Icy Manipulators were a guess; I wasn't sure how to complete those last sideboard slots.

This deck passed playtesting with flying colors. I'd made a decision based on my evaluation of the meta-game—I had a strong deck design that should beat the field I expected to face. I could hardly wait to see the look on a white weenie deck player's face when the Pyroclasm hit in the first duel...

Wednesday, July 12
Arrival in Philadelphia

6:00 PM

Arrived safely. Sheesh, this place is hot and humid! I already miss the Northwest. On the flight out, I prepared for Type 2 by writing down all possible sideboard swaps in advance. Met Matt Place and Michael Dove (both in the Top 25) on the connecting flight and chatted about Type 2 decks. Made a tactical error and told Mike how to use Stormbind effectively in a red/green deck—oops, I sure hope I don't meet him in the Type 2 tournament.

12:50 AM

Headed to bed. Heavy statistics

session tonight; I had to fix the Mana distribution in my deck. A full hypergeometric analysis settles the question: 16 blue sources and 10 red sources, not 18 and 8. One last-minute change: I replace the Icy Manipulators in the sideboard with Howling Mines as the best compromise to combat both land destroyers and discard decks. (Later, in a less lucid moment, I will second-guess myself and pull the Howling Mines.) Eight hours of sleep.

Thursday, July 13
Meeting the Competition

9:00 AM

Off to the convention center. Four qualifying tournaments (three Type 2 and one Sealed Deck) will be run today, and I hope to play in one for practice. But I can only watch; I'm already entered in the semifinal round of 64 on Saturday, and Steve Bishop won't risk my displacing anybody in a qualifier. The qualifiers turn out to be a nightmare—massive delays are the rule. Some have as many as 250 players, and they're run Swiss-style, not by elimination, so each round is painfully slow. (In each successive round of a Swiss tournament, players with similar records are matched up against each other, so the best keep playing against the best.) The last bombshell is that, after five two-duel matches and nearly 10 hours of play, only two will make it from each qualifier into the semifinals.

1:30 PM

I'm excited about trying out my Top 25 deck in the open Type 1 tournament against some real competition. But my deck betrays me in the first duel: I don't draw a creature until the 33rd turn. I get Mind Twisted shortly after

that and lose the duel. In the second duel, on the fourth turn, what's that? Aargh! Mind Twist strikes again, and I'm out of the tournament. I grab my head in agony, mimicking the picture on the card. That one card accounts for most of my Type 1 losses these days.

9:00 PM

I'm really glad I don't have to run the qualifying gauntlet. At the end of the day I get some good news: Mark Chalice has qualified with his Vise Age deck, and Mario Robaina and Les Douglas (two new friends) become alternates. I meet Henry Stern and Mark Justice. Mark has just won the Type 1 tournament, so I get him to play me in a grudge match. I win the first duel, but drop the next two to his Serra Angel, Erhnam Djinn, and Mana Drain deck. Good deck, that one.

11:00 PM

For four hours at the bar, we argue the merits of the Zuran Orb (an artifact with a casting cost of zero that allows you to gain two life for each land you sacrifice). The group includes Brian Pugnier (#1 in the Top 25), Henry Stern, Mark Chalice, Mario Robaina, Les Douglas, Frank Gilson, and Bo Bell. All of us will be playing on Saturday in the semifinals. Brian and I think the Zuran Orb is a card for losers—you wouldn't need the Orb to save you if you hadn't wasted a slot by putting it in the deck—while the others think it's indispensable. We argue and argue, but never reach a consensus.

Bo happily contributes some unrelated wisdom: "Any deck without a Polar Kraken ain't worth nuthin'. The look on their face when they see that 11/11 Polar Kraken...well, I jus' can't

describe it." Thanks, Bo. Bo also springs a test on us: "Name three cards in last year's National Champion's sideboard." (Bo was last year's National Champion.) I say Red Elemental Blast, Blue Elemental Blast, and Tranquility. We discuss it for about five minutes while Bo laughs at us. We turn to him for the answer: "None! Last year's National Champion didn't even have a sideboard." We've been tricked! It's unimaginable in this day and age to win a big tournament without a sideboard. But Bo does admit to having four Mind Twists in his deck (this was before Wizards restricted the card). I think Bo's mind is definitely twisted. The others agree.

I get five hours of sleep on Bo's floor.

Friday, July 14 *More Qualifiers and the* *Grand Melee*

12:00 Noon

Another 1,000 players gear up for the day's tournaments to take a shot at eight more spots in the semifinals. In five rounds of a qualifier, you have to go 10-0 or 9-1 to qualify, and that doesn't leave much room for a bad Mana draw. I'm starting to get nervous about the strength of the decks that can survive such a huge field. But after watching several of the qualifiers, I'm pleased to note that my predictions are right in line with the decks being played: mostly weenie decks, a lot of red, and a few miscellaneous decks appearing once in a while.

1:30 PM

I head off to visit the Wharton School, which is a few miles away from the city. (I'm thinking of business school in a year.) It's way too hot, at 100 degrees and 90% humidity, for any serious tour, but I get a lot of good information. Feels odd to switch back to the real world for the afternoon.

8:27 PM

Mark Justice talks me into playing in the evening's Grand Melee, run by Beth Moursand. In three minutes, we madly build Abyss-based decks and settle into the ring of 64 players. Early congestion occurs when a player we name

"Godzilla" gets a Verduran Enchantress deck rolling and spends 15 minutes accumulating Mana and life, eventually delivering 200+ points of damage to his right-hand neighbor and gaining 300+ life himself. That's amusing, but he's also backing up turns all around the table. Godzilla meets his demise when an untapped Nevinyrral's Disk comes into range and promptly blows up all his permanents. (The range of effect for spells and permanents in Grand Melee is only one player in either direction, and every time a player is eliminated, you suddenly get a new opponent in that direction, who may have quite a stack of creatures or artifacts waiting to crunch you.) Mark and I manage to lock down our respective sides of the table with an Abyss and Elemental Augury combination. At 1:00 AM, the melee goes to "sudden death" and damage starts to multiply. Mark is finally vanquished by a 55/55 Juzam Djinn in the 11x damage round. I'm still doing quite well, having a virtual lock on both left- and right-hand opponents with my Elemental Augury (which lets me rearrange the top three cards of their libraries), but at 2:30 I finally give up because I really should be working on my Type 2 deck for the semifinals. So I resign, leaving in 10th place in the 15x multiplier round. I leave my left-hand opponent to deal with my right-hand opponent's 75/75 Shivan Dragon. Heh, heh.

2:30 AM

Serious playtesting. I test my red/blue deck against Joel Unger's blue/white deck (Joel's in the Top 25 and also took second in the Southwest Regional), while Mark Justice (who won the Southwest Regional) watches a movie on TV. At 4:32 AM, Mark looks over at us and says, "I've got it." "What?" I ask. Mark continues, "I can see it—my deck for tomorrow." "You mean you didn't have a deck designed yet?" I ask in disbelief. "Well, no... but I can see it!" Strangely, Joel and I were not equally inspired by the movie. We shrug, and go back to playtesting, while Mark madly scrambles for his cards and starts building. Mark builds his deck, eschews playtesting, and falls asleep! I can hardly believe it. What chance can he

have tomorrow with a new Type 2 deck, built from scratch on a whim at 4:32 AM, with no playtesting? For me, sleep is no longer an option: I'm getting crushed by Joel, and my deck needs tweaking. At 7:00 AM, Joel and I go to breakfast, discussing Mana percentages, leaving Mark amid thousands of Magic cards on the floor. I hold firm at 26 Mana in a now-60 card deck, while Joel runs at 27.

Saturday, July 15 *The Semifinals*

8:00 AM

This is it! Registration time at the ballroom. The semifinalists show up. I drink my third cup of coffee and wish I were in bed. Because

we're not quite at 64 players, Steve Bishop adds some alternates. Mario Robaina, another member of the L.A. contingent, gets in at the last moment. He's playing the Vise Age deck, along with Henry, Les, and Mark. This is our final chance for rule changes to downplay the Sealed Deck portion, which the majority of the players still feel is too luck-dependent. I've already turned in a petition signed by as many of the semifinalists as I could round up on Thursday and Friday. Now, Steve Bishop and Jason Carl ask the assembled group for opinions: they want to hear from people who want to play Sealed Deck. Even though there can be no logical reason to favor Sealed Deck (since it's obviously not a level playing field due to significant variations in starting cards), we manage to argue for an hour. Steve finally calls me over. I know he's between a rock and a hard place, because I've been putting pressure on him for the past week

to dump the Sealed Deck completely. But now he's considering a compromise, which is to weight the Sealed Deck as 1/3 and the Type 2 as 2/3 of the total score. He asks my advice—my last chance to make my case. But I'm not too eloquent on no sleep; I tell him it's his call. He makes it: there will be no change to the rules, and the two halves of the semifinals will be weighted equally. We groan: all that lobbying and nothing to show for it. Mark Justice and I had practiced our Sealed Deck at dinner the night before. Here's how: open two boosters. Look at your cards. If they're lousy, say "I got hosed"; if they're good, say "I win." If you got hosed, then open two more boosters and hope you win. I sit

The First Draft *The initial build came in* *at 61 cards:*

Mana (26): 4 Syvelunite Temple,
14 Island, 8 Mountain

Creatures (10): 4 Ghost Ship, 4 Uthden
Troll, 2 Mahamoti Djinn

Damage (5): 4 Lightning Bolt,
1 Disintegrate

Control (10): 4 Counterspell, 2 Power
Sink, 4 Control Magic

Defense (10): 2 Earthquake, 4 Pyroclasm,
2 Nevinyrral's Disk, 2 Shatter

Sideboard (15): 4 Black Vise, 4 Blue
Elemental Blast, 4 Red Elemental Blast,
3 Icy Manipulator

next to Mark as WotC hands out our Sealed Deck materials: one Fourth Edition starter deck, two Fallen Empires booster packs, and two Ice Age boosters. I really need a nap, but now is not the time. It's 9:30 AM, and the clock is on! We open our cards. Mark looks at me and says, "Dude, I win." I look at him and say, "Yeah? Well I win, too." It doesn't occur to us until later how ironic it is that we, the leaders of the protest against Sealed Deck, will benefit from it most.

To be continued...

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Some Thoughts About HERESY's Design (From somebody who's

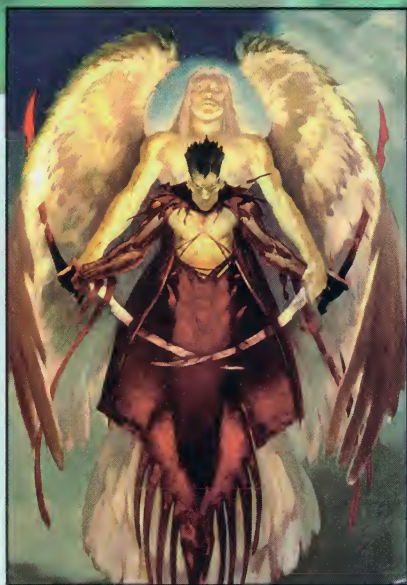
by Matt Sturm

As you can see, Heresy boasts one of the most complete settings of any collectible card game. Originally conceived of as a complete roleplaying game, Heresy's beautifully rich and perversely twisted combination of cool, high-tech, cyber-enhanced Seraphim clashing with desperate mongrel humans amid the blasted landscape of the Forsaken Earth and the remains of the dying Matrix was the perfect choice for a card game. From the beginning we knew it was important to capture the desolate, epic flavor of the Forsaken Earth and combine it with exciting and absorbing game play. We also knew we wanted variety and plenty of it; all of us get bored with a staple diet of shoot-em-up combats, so we made sure that Heresy included several political elements. Foremost among these is a voting system that engenders a diplomacy-driven playing atmosphere.

That's not to say combat isn't important in Heresy. It's through combat that players cripple their opponents, swooping in for the kill and stealing precious Tau points to add to their own caches. But we felt combat should take on some sort of narrative structure; game events should be easily visualized to make the whole thing more exciting. We decided that one of the best ways to achieve this was to create three distinct areas of play, each representing some relatively concrete geopolitical arena of the Forsaken Earth: the Wilds, the Matrix, and the Shadows.

Besides adding narrative diversity, this tripartite division of action lends Heresy much of its strategic intricacy. Though the actual mechanics of the game are quite simple, successful interplay between the various players' Wilds, Matrix, and Shadows areas requires astute tactical planning to maximize the benefits of each realm.

During playtesting, we found initial games tended to be on the slow side as players learned the chess-like movement strate-



gies of offense and defense. However, we saw that players learned quickly how to manipulate the system to their advantage. As we expected, despite layers of strategy, a typical two-player game of Heresy takes less than one hour to complete.

The delicate art of resource management adds tactical variety to any game, so we included exhaustible resources in the form of Akasha energy needed to call cards into play. Chiefly provided by Domains, Akasha is the universal currency of Heresy, and must be spent

carefully to avoid overextending one's power base and becoming an easy target for attack. However, players must also be careful not to jump headlong into combat without considering the long-term effects of not being able to vote when the Areopagus is convened. Players unable to vote must either rely on the kindness of fellow players (yeah, right) or suffer the consequences of poor planning.

Hand management was also given careful consideration. After playing many other card games, we decided that having lots of cards available all the time was more fun than patiently waiting for that one miracle card to save our sorry behinds, only to find it on the bottom of the deck after we'd been toasted. After all, we're playing immortal Seraphim here, right? The most powerful beings in the universe waiting for one stupid card? I think not.

To speed play we put the draw cards phase at the end of the turn so players can familiarize themselves with the new cards in

their hand during their opponent's turn. Nothing is more boring than watching your opponent read through the text on the cards he just drew for the fourteenth time, trying to figure out how to kill you this turn with this one card.

Rich character background provided us with many opportunities to create interesting feuds and vendettas between the various factions of Hosts and humans inhabiting the Forsaken Earth. Some cards are designed specifically to work with or against other cards, and players will find many themes linking cards together, fostering a richer narrative playing experience. Who knows what the real connection is between corporate linchpin Arthur Glaston, the Conventicle of the Chalice, the Excalibur Corporation and the Holy Grail? Will Michael's fanatic drive toward reascension cause him to ignore the pleas of his newfound coven of followers as they square off against the Raphaelites for control of Federal Core? And what about the rumblings in the Matrix emanating from the emerging Voodoo cult based in Old New Orleans? Oh, that's a giveaway.

How it works (sort of)

Heresy works best with two to five players, although there is no absolute limit to the number of players in a single game. Heresy works equally well as a one-on-one game, a multiplayer game, or a team game. However, if more than five people are playing, it plays faster with

an even number of players organized into teams of two. Players assume the roles of the great Seraphim banished from the Empyrean into the Forsaken Earth. Players compete with each another to control the last vestiges of technology and society left in this shattered landscape, trying desperately to gain



enough power to rebuild a portion of the diseased Matrix and construct a techno-spiritual gateway back to the Empyrean.

Initially, players stake claims in the former geopolitical centers of the world by laying down Domain cards such as the Vatican Arcology, the Bordeaux-Barcelona Sprawl, the Federal Core, or the London Dome. These sites, placed in the Wilds area of play, provide players with their first flickers of a magical energy known as Akasha. Later, players use Akasha to call other types of cards into play.

After establishing a solid technological base, players work to rebuild portions of the Matrix by placing Arrays into play. Arrays such as the Excalibur Megatruster, the Zurich Metabank, Purgatory V, and Arctic Razor I represent huge corporate data caches used to store another kind of energy, called Tau. In Heresy, Tau represents the player's "victory points." When a player has accumulated enough Tau, either by converting Akasha (the slow way), or by attacking and stealing it from an opponent's Domains and Arrays (the fun way), he or she can stabilize enough of the decayed Matrix to construct a virtual gate back to the Empyrean, reascending and winning the game.

Unique, mystical artifacts known as Alephs can tip the balance of power with magic as ancient as time itself. The Ark of the Covenant, the Holy Grail, Solomon's Crown, the Scythe of Saturn and more await discovery, perhaps buried in the rubble of a blasted Biodome, or drowned in the depths of an abandoned Seafloor Metroplex.

As one of the mightiest of the Seraphim, players can control many of the Fallen Hosts, calling their cards into their Shadows area of play. Enigmatic and powerful entities such as Gabriel, Raphael, Michael, Uriel, and Sammael emerge from the Shadows to attack an opponent's Domains, or join in assemblies to intervene in attacks against their own. Ancient vendettas are settled in the Crucible, where angel battles angel in immortal combat.

Players can wield arcane magicks called Celestial Powers, bending the elemental forces of nature to their will, and harnessing the spiritual energies of the Shroud. The world-altering effects of Apocalyptic Powers call forth a conclave of Hosts called the Areopagus, where the Infernal and the Divine debate and vote on the fate of the world as humanity waits powerless below.

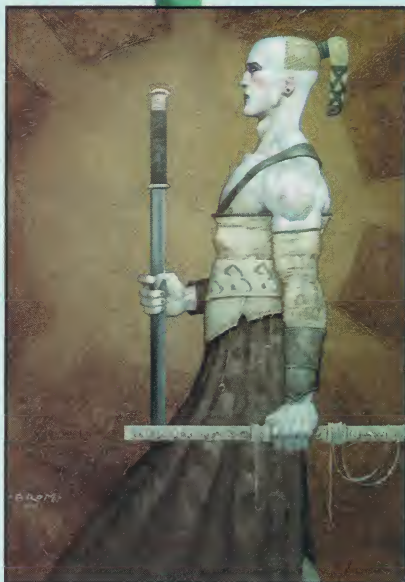
Human special interest groups abound, and cunning players will make use of such Influence cards as The First Church of

Eugenics Ascendant, the Chromeopaths, the Possibility Rakers, and the Maskweavers. Mystic and heroic individuals also fight for humanity's survival, represented by Presence cards such as Arthur Glaston, Charon, the Iron Maiden, False Messiahs, and Fixers.

The action of Heresy isn't confined to the Wilds. Characters may jack into the Matrix, leaving their bodies (referred to as "Aliases") behind as they cruise the glittering datascapes of cyberspace in the form of pure energy. Within the Matrix, virtual combat happens with lightning speed as cybermystics

and virtual Messiahs battle for control of data sites and the all-powerful Tau energy within them. Constructs (characters existing only within the Matrix) undergo replication and walk the Wilds as simulacra, their cybermystic life force tying them forever to the Matrix that spawned them. Many cards in

Heresy are unique, meaning that only one of any card with this special status may be in play at a given time. Unique cards may be characters, Alephs, or locations, encouraging players to think on their feet and ensuring that even the best-laid plans (or best-built decks) can be upset with a bit of luck and strategy.



And the Artwork!

Let's face it—no matter how cool the background is, no matter how well the game plays, it just isn't a CCG if the art can't keep up. We knew going in that we need-

ed to have the very best artists available breathing life into Heresy's landscapes, characters and artifacts. So we've spared no expense to bring to Heresy the finest collection of artists this side of the High Renaissance period. Heresy's pantheon of artists reads like a veritable Who's Who of the comic and fantasy illustration industry, and a number of them also have personal trading card sets on the market. Check out this lineup of brush-wielding heavy hitters: Berni Wrightson (DC's *Swamp Thing*, *Mary Shelley's Frankenstein*, *A Look Back*, *The Studio*), Michael Kaluta (*The Shadow*, *Metropolis*, *Starstruck*, *Mage: the Ascension*, Acclaim Comics's *Magic: The Gathering* comic covers), Rick Berry (covers for William Gibson's *Neuromancer*, *Count Zero*, and *Burning Chrome*, covers for DC's Vertigo line, FASA's *Shadowrun*, and digital sequences in *Johnny Mnemonic*), James O'Barr (*The Crow*), and Tom Kidd (hundreds of Del Rey book covers, Tundra's *Tom Kidd Sketchbook*, the forthcoming *Gnemo*). There's more: Brom

(TSR's *Spelljammer*, *Dark Sun*, and *The Worlds of TSR*), Barclay Shaw (hundreds of book covers, including many of Harlan Ellison's books, and *Electric Dreams: The Art of Barclay Shaw*), Darrel Anderson (*Mondo*, *Wired*, *Macworld*), and digital sequences in *Johnny Mnemonic*), Craig Hamilton (DC's *Aquaman*, Sandman trading cards, *Starman*), Tim Bradstreet (White Wolf's *Vampire: The Masquerade*, *Children of the Inquisition*, Dark Horse's *Motorhead*, and *The City Knights*), and John K. Snyder (*Dr. Mid-Nite*, trading card sets including *Aliens*,

Predator, *Spawn*). And still more: Dean Williams (Vampirella trading card set, conceptual art for Walt Disney Studios), D. Alexander Gregory (many White Wolf products, *Jyhad*, *Everway*, *The Askani Tome*, *Penthouse Comics*), Karl Waller (Dark Horse's *Motorhead*, FASA's *Shadowrun*, TSR's *Al Qaddim*), Richard Kane Ferguson (*Magic: The Gathering*, *Jyhad*), Craig Farley (many CD-ROM titles), Courtney Skinner (book covers), John Pierard (book covers), Dave Seeley (commissioned architectural design), William O'Connor (*Magic: The Gathering*, *Aria*, White Wolf products), Darrell Midgette (*Aria* and products for FASA, White Wolf, and ICE), and Stephen Barnwell (many book covers, and the critically acclaimed film *Mousie*). Whew! We couldn't have packed more award-winning artists into this game if we'd used a front-end loader!

To showcase this fabulous art, Heresy will be the first game ever to use entirely gameday-sized cards. This popular trading card format is one inch longer than standard playing cards, and allows larger, more colorful reproductions of the artwork while lending Heresy a unique, tarot-style feel perfectly suited to the themes of the game.

The complete set consists of over 370 cards and will initially be released in a Limited Edition format of 60-card Starter Decks and 15-card Booster Packs. An Unlimited release of the game will follow a few months after the Limited Edition, and you'd better bet expansions are already in the works.



Break Into Fall

This month Bryan Winter, resident CCG guru for Heartbreaker Hobbies and Target Games AB, offers our readers the inside scoop on upcoming projects, including DoomTrooper, Kult, The Crow and James Bond!

DOOMTROOPER

DoomTrooper has become one of the most popular CCGs available, especially in Europe. Every day my email in-basket is full of messages from players who are just now discovering this card game based on the Mutant Chronicles setting. The first expansion, Inquisition, is a set of 175 cards that you simply must have. Players constantly tell me that building the perfect deck is almost impossible, which is exactly the way it should be.

By the time you read this, the Warzone expansion should be on sale. This new set of 131 cards primarily focuses on the five Megacorporations. Included are five Corporate Leaders (very much like the Apostles in Inquisition), plus Commanders for each affiliation. You will also find a slew of heavy-duty Vehicles in this set for all organizations.

The hottest thing in the Warzone expansion is a new type of card called (appropriately) Warzones. Warzones represent actual areas in the Mutant Chronicles setting, from Imperial's asteroid-homeland Victoria to the Dark Legion's dreaded Crater of Anatholia. Warzones are used by warriors when they defend in combat. The Attacker must seek its prey out in their own homelands and deal with the bonuses (and penalties) the Warzone offers the Defender. These cards will radically change your games!

On deck for DoomTrooper is the third expansion, Mortificator. This expansion is part of a trio of linked products released concurrently. In addition to the expansion, there will also be a Mortificator CD-ROM game and a Mortificator four-issue comic book series released by Acclaim Comics. The computer game is a first-person shooter that puts you

in the Mortificator armor performing missions for the Cardinal. You will be able to look and shoot



up and down, jump and duck, climb your trusty grappling hook, and, most importantly, cast Art

spells! The comic series, while being a grand shoot-em-up featuring all your favorite DoomTrooper personalities, will also provide hints for the computer game! Look for all three in November.

And that's not all. The Mutant Chronicles: DoomTroopers video game for Sega and Super Nintendo ships this fall. This gore-fest puts you in the roles of Mitch Hunter and Max Steiner as they infiltrate the domains of the Dark Legion! Play solo, two-player cooperation, or two-player competitive (competition only available in the Sega version). I've played the beta version and this is one of the bloodiest games I've ever seen. Just what you'd expect! The DoomTroopers video game is produced by Playmates Interactive and will be at your favorite video game seller soon.

For those of you stuck in the Graveton Archipelago for the past few months, the Mutant Chronicles feature film will be hitting the big screen in late 1996 (yes, you too can spend the holidays with Alakhai!). The script is scorching, the budget is approved, and the film is being cast as I write this. The film is produced by Ed Pressman, who also brought us *The Crow*, *Judge Dredd*, *Wall Street* and a host of others (and gave Arnie his big break with *Conan*). When he announced the film, he described it as *Aliens* meets *The Name of the Rose* (he nailed it). We will definitely keep you posted!

KULT

The much-anticipated CCG based on the Kult roleplaying game should be shipping in November. For those of you unfamiliar with the Kult modern Gothic horror setting, here is the introduction straight from the rulebook:

"Reality as you know it is a lie. The world you see

KULT™

around you is a false front hiding a more horrifying reality. This Illusion was fabricated by our

jailers, immortal beings living within Reality. They maintain the Illusion to keep humanity at bay, and prevent our Awakening.

It was not always so. Once the Demiurge walked among us. He called himself Creator. Whether he designed the fabric of entirety, no one can say. Perhaps he was one of us, enlightened in power and possibility, or perhaps we were his equal. Perhaps he is father of all we see, and used to see. That knowledge is lost.

It was the Demiurge who forged our prison. From his citadel in the true city of Metropolis, he altered our perceptions and limited our abilities. He instilled in our bodies and our souls the limitations we now regard as fact. The true Reality is only known to us as fables and fiction. This was his way.

To aid in his schemes, the Demiurge created the ten Archons, immortal servants of the Demiurge charged to rule over the Illusion and hold humanity at bay. The mere existence of the Archons beget the existence of the Angels of Death, distorted images of the original ten Archons, a balance to their power. The Archons in turn created the Lictors, beings destined to exist among us and oversee from within. Likewise, the Lictors resulted in the creation of Razides, hideous lieutenants of the Death Angels.

All had their place in the order. The Archons each controlled a tenth of the Earth. The Lictors and their servants manipulated humans by infiltrating their realms and organizations. Astaroth, the dark twin of the Demiurge, and his Angels of Death destroyed human resistance with torture and horror in Inferno. The Illusion was strong, and humanity was content to believe the stories of creation and salvation that the Demiurge devised.

But it was not to last. Humanity, unknowingly striving to break their bonds, began to doubt the stories. By the end of the 18th century, the Demiurge was losing his control over the Illusion. As a final attempt to regain dominion over the slowly Awakening human race, the Archons devised a theory of the evolution of the human species and presented it through a Lictor named Darwin. This effort to give humanity an origin was designed to prevent us from looking too deeply into our past. In place of myths, we were given a new belief called "science" to further blind us.

Sounds fun, eh? It is. During a game of Kult, each player plays one of the Archons or Angels of Death. Each controls a deck of cards that represents his or her own personal Tarotium. Now here is where it gets interesting. As you play the game, each player will form their own Mystic Cross of cards. This Mystic Cross looks exactly like the traditional Celtic Cross method of Tarot card reading, so an unknowing person who sees a game in progress will think that each player has a Tarot reading in front of him or her. This Mystic Cross represents the player's power and ability in a game.

One of the most attractive aspects of Kult is that it is not a difficult game to play or learn. We do not introduce a new vocabulary of terms to try to enhance the "feel" of the game—believe me, the "feel" is already there! The rules are simple, but not simplistic. The system is easily the most elegant yet devised. We have taken great pains to ensure that the players are not burdened with pages of combat rules or algorithms to get cards into play. We did that work for you, and hid the complexity in the cards. A game lasts about 30 minutes.

Kult is loaded with horrific ideas and images, and the art will certainly reflect our intentions. We have gathered some of the most disturbing pieces from the most talented artists in Europe. I know that every card game boasts that the art is "unlike any before seen in a collectible card game," but this stuff is going to make your head spin.

Finally, Kult will not be a game for kids. It will be given a "Mature Player" label, and the



game earns it. However, this is not the kind of adolescent "bloody babe" stuff that passes for horror in so many other games. This is the real stuff. Kult deals in personal horror, grown-up horror. The kind that makes you squirm. What do you expect when you mess with the realms of time and space, death, madness, passion and dreams? Find out this fall!

THE CROW

Now for the game you've all been waiting for. Ever since we announced The Crow CCG, the furor hasn't subsided. The Crow will be very different from typical collectible card games. With a strong license like The Crow, we wanted to make sure that the game appealed to both a mass-market audience and the established CCG crowd. We think you'll like the compromise.

The Crow is, first and foremost, a mass-market game. However, we realize that mass-market consumers are not stupid, especially those who dig The Crow. We didn't make a stupid game, we made a game that has appeal.

The Crow will be very easy to learn and play. There are only six pages of rules, for an easy game that is amazingly fun to play. The game is essentially the DoomTrooper system cut down to its bare bones. There are only two types of card in the game: Souls and Specials. The Souls are divided into Angels (good guys like Eric Draven and Sarah), Devils (bad guys like Top Dollar and Myca) and Bystanders (go-betweens like Darla).

Each Soul has an Attack Rating and a Defense

The CROW

Rating, and the object is for everyone to blow each other out of the water. The Special cards will provide unique opportunities and important events, as well as the places of the game and some important items (like Shelly's Engagement Ring). The game is very Crow and very cool, and will certainly appeal to all Crow fans.

And now for something completely different: the Crow CCG has no commonality! That's right, a collectible card game that you can actually collect! There are only about 110 cards in the total set, and each one is exactly the same commonality as the others (except for about 10 cards that are C2 so you will be able to play a game with a minimum number of Boosters purchased). There will be no Starter Sets. Instead, Master Boosters will contain 15 game cards and the six-page rulebook (and we are eating the cost of those rulebooks so you don't have to pay for the same rules 30 times). We recommend that each player start out

with four Boosters, but we've played games with as few as two Boosters each. The chances of a player getting sets out of a single display box are very good.

But for those of you who are hungry for a collectible, we've taken care of you, too! The Crow CCG also features 10 chase cards, each with James O'Barr artwork (all of the other cards are movie stills). There will only be one chase card per booster display, and each will feature additional enhancements. You can also use these cards in your games, but to avoid the rich-kid factor, if you wish to play a chase card it will affect the whole game and everyone playing. For instance, if the chase card The Atrocity Exhibition is played, all Souls played by all players will be easier to kill. The chase cards have two purposes: to give you all some real collectibles, and to completely change the game rules around, if you wish.

Why did we make all of the regular game cards equally common? Because this is a mass-market game, and we want people who are into The Crow, but not into collecting, a shot at a full set. We know that there will be some people who will not intend to play the game but will want the cards (although once they discover that the game is actually easy and fun to play we have a feeling they will change their minds) and we want to take care of them. Mostly, it ensures that every card in the game is equal and balanced (in fact, mathematically so). A player with only four boosters actually has a shot at a player with five sets.

The Crow is scheduled to be out in October (well before Halloween). Look for a card list in the next issue! It will be printed in the USA, so we won't have to worry about customs holdups and such. Be ready for it!

GOLDENEYE

Finally, the spy who loved me. That's right, our final offering for the year will be another mass-market CCG based on the amazingly popular James Bond 007 mythos. While much of the game is still a secret, I have the liberty of letting a few cats out of their bags.

Like The Crow, the James Bond game will be geared toward the mass market, which again means that we are aiming for a simple, elegant game that is easy to get into and really fun to play. The initial James Bond game will be based on *Goldeneye*, the new 007 film due this holiday

season. The game will incorporate all of the elements of this film, plus a great deal more from the Bond archives.

The game itself will play like a James Bond movie. The center of the table will hold Plot cards, which must be overcome by James Bond. Each Plot card will represent a Location, Henchman, Obstacle or Villain that Bond must deal with. Each Location or Obstacle will have certain requirements that must be met, which will be represented by icons. If you have a Bond card with the matching icon, you can send him on assignment to deal with the Plot. For instance, one of the Plot cards is Monte Carlo (let's say we've determined that Goldfinger is hiding there). The Monte Carlo card shows the Seduction and Gambling icons. You have a Bond card that shows James kissing a woman (go figure). That card has the Seduction icon on it. Now all you need is Gambling.

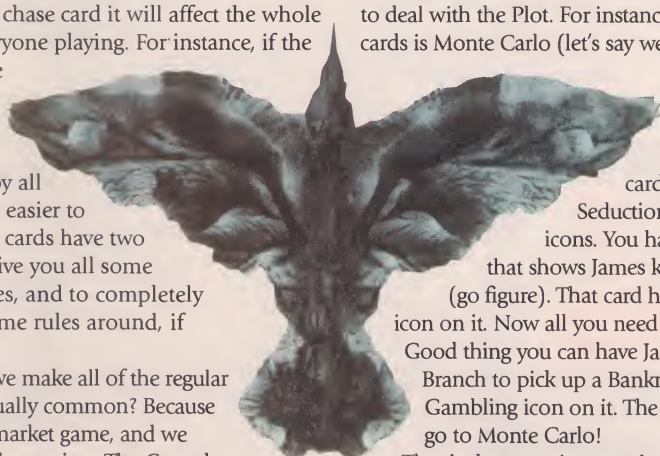
Good thing you can have James report to Q Branch to pick up a Bankroll with the Gambling icon on it. The agent is ready to go to Monte Carlo!

That is the game in a nutshell, but there is so much more. Each person may contain these Obstacle icons as well, but they also carry a Physical Rating and/or a Social Rating. For instance, you may send Bond after Oddjob, who has a wicked Physical Rating, but unless your agent also has the Evasion icon, he's going to be hit by that razor-sharp bowler hat!

Our initial playtesting has shown that this game is a joy to play. We already have lots of expansions planned, including a "Q" expansion and an expansion focusing on all of the evil toadies and beautiful women (as well as a few evil women and beautiful toadies) that populate Bond films.

Well, that's it for the remainder of 1995. It's been a hectic year! The market is currently being flooded with collectible card games, and we certainly are as guilty as anyone else. However, our quality is speaking for itself. We are dedicated to bringing our players and customers quality games that are fun to play without a lot of headache. We have dedicated ourselves to games that are low on complexity but high on playability, which is exactly what we feel the industry needs at this time. We know that you don't have the time or money to invest and play every game that comes along, so we are making sure that our games get noticed, and played. You, the players, are too important for us to throw junk in your face and expect you to cough up. 'Nuff said.

(email me at DOOMTROOP@AOL.COM)



With Heartbreaker Hobbies

Highlight Tour – Part 2

SHADOWFIST

by Rob Heinsoo

The Guiding Hand



Shaolin Monk

Don't let their passive demeanor mislead you.

Art © 1995 Melissa Benson

Compared to the other resource-providing characters we've looked at, the Shaolin Monk doesn't seem to be anything special. He doesn't have Toughness, or Regenerate, or even

Guts. What he does have is a Chi resource as well as the Hand resource corresponding to his suit.

The Hand's low-level warriors don't start with unusual powers, they gain them when you use their Chi resources to play Chi States like Armored in Life (Toughness) and Chi Events like Beneficial Realignment (Healing). Compared to characters like Shadowy Horror and Vivisector, many of the Hand characters don't look like they should be a problem. In a multi-player game it can be easy for players using lots of Hand characters to pass themselves off as no one dangerous. Then wham! The Chi and Hand States and Event cards interrupt everyone else's plans and the Hand make off with the victory again.



Into the Light

The Perfect Master's Principle of Reversal teaches us that great defeat must precede profound victory.

Art © 1995 Kaja Foglio

Speaking of Events, Into the Light is the Hand Event that can bring characters back from the smoked pile. Note the differences between the Dragons' Golden Comeback and Into the Light. Golden Comeback costs more, but it brings characters back into play. Into the Light requires you to play the character normally once you've got them back in your hand.

But Into the Light also allows you to bring any card out of your smoked pile into your hand. You can recover the feng shui site that was burned for Power by your opponent a few turns ear-

lier. You can even bring an Event or State card you've already played back into your hand from the smoked pile.

Unlike the Dragons, the Guiding Hand doesn't place ultimate value on freedom and the survival of the individual—where the Dragons would never fail to try to rescue a friend, the Masterminds of the Guiding Hand turn their resources to recovering a key site if that better served their cause.



Orange Monk

Quan Lo trained the Orange Monks to turn the Receptive Principle to warriors' ends.

Art © 1995 Melissa Benson

Quan Lo, the Perfect Master of the Guiding Hand, teaches six Color Principles to his followers. The current Shadowfist card set includes the Green Monk, who has mastered the Resistance Principle, and the Orange Monk, one of the game's most dangerous characters.

In game terms, the Orange Monks have mastered the Receptive Principle to the point that they even reap extra profit from States that don't fit into Quan Lo's picture of the ideal world, such as a Really Big Gun or an Attack Helicopter!

The Orange Monk's natural Superleap ability is one of the game's most effective powers. Only unturned characters can intercept characters who possess the Superleap ability. In our experience, the arrival of a major superleaping character such as Sun Chen or Fong Sai Yuk frequently ends the game in a turn or two, unless other players can send them to the smoked pile and keep them there. The Orange Monk isn't in Sun Chen's class, but he's strong enough to do serious damage to sites that can't be defended from his Superleap ability. If you play a few States on the Orange Monk, he'll be happy to smoke any unturned interceptors on his way to his ultimate target.

Shih Ho Kuai

"Ha! Your Invincible Crane Stance means nothing to the Claws of the Tiger!"

Art © 1995 Edward Beard, Jr.

Shih Ho Kuai isn't the game's most dangerous character, but don't tell him that to



his face. He's what we call a grower, a character whose Fighting score depends on the number of resources in your pool. He starts at a Fighting of at least 4, since he provides a Chi resource himself. Since three of the Hand's four basic resource providing characters provide Chi resources—along with nearly every other martial artist in the Hand's ranks—Shih Ho Kuai is capable of growing to absolutely lethal levels.

The Ascended

Liquidators

"They're professional, utterly loyal, and oh so discreet. Did I leave out 'deadly'?"

Art © 1995 Richard Thomas



The secret masters of our modern world call themselves the Ascended. They are the descendants of animals who transformed themselves into humans. They seized control of key feng shui sites from the world's earlier masters and did their best to erase magic from human experience, since exposure to magic threatens to transform them back into snakes, dragons, and sharks, a fate they consider worse than death.

To the humans who serve them, known as the Pledged, the Ascended reveal themselves only as members of a secret organization called the Lodge. Wheels within wheels within wheels—which happens to be the Ascended's insignia and standard code name for their organization.

The Liquidators are typical Pledged operatives, eager to impress their Lodge superiors with their worthiness for elevation in the ranks. In themselves, the Liquidators aren't necessarily prime candidates for recruitment into decks that focus on other factions. On the other hand, the Ascended resource they provide can be your key to playing an arsenal of nasty tricks and manipulative Events—all the advantages enjoyed by the incumbent secret masters of the world.



Shadowy Mentor

"I cannot oppose my Master—even if he in turn serves the Wheel!"

Art © 1995 Dennis Detwiler

Taking control of an opponent's character is one of the nastiest maneuvers in the game. The Lotus, Dragons,

Hand and Architect all have methods of taking control of certain types of characters in certain types of situations, but the Ascended faction truly pulls the strings.

For 3 Power you can take control of any character in the game.

Shadowy Mentor represents the Ascended's standard response to their problems, so it's a Common card instead of a hard-to-find

Rare. It's arguably the most powerful card in the game. Get used to that shadowy grin. A couple days after I saw the art for the first time I dreamt about this picture—I wish you a lighter brush with the power of the Wheel.



Faked Death

"You're overexposed, Brother Rooster. Time to pull an Elvis."

Art © 1995 L. A. Williams

Faked Death is the Ascended's response to Golden Comeback and Into the Light. It's not quite as miraculous as the

Dragons' ability to return in a blaze of glory, but blazes of glory are what the Ascended try to avoid. As a 0 cost Event, Faked Death is a card that can come in handy to come back from a game you've been losing.



Vladimir Kovalov

His wolf soul suits him for the challenges of the new Russia.

Art © 1995 Melissa Benson

We could take a look at Adrienne Hart, the Pledged martial artist whose efficiency (8 Fighting score for 4 Power cost) is the model against which other characters are judged. Or we could profile Draco, the Lodge Enforcer whose Fighting score of 12 sends him soaring high above lowly humans and even the toughest of the so-called Dragons.

But Vladimir illustrates the underhanded tricks the Ascended have so many of. Vladimir has an eye for marking the rubbish that can be thrown into the trash bin of history. Discarding an extra card can be an immense advantage at crucial stages in the game. Unlike the other Ascended Masterminds, he's also a fighter. With a Fighting score of 7, Vladimir can eliminate most would-be attackers all by himself.

He may have a chip on his shoulder, but that's not all he's carrying: that's the Wheel on his coat. Rather publicly displayed for a secret conspiracy of course, but this is the movies! We don't need to go into the specifics of what happens to people who ask Vladimir what the symbol on his shoulder means—trash bin of history time, along with the foes of the Ascended.

Rob Heinsoo helped edit Shadowfist and is the co-author (with Robin Laws) of the Shadowfist Player's Guide. He recently became the Shadowfist net rep. He also contributed to Atlas Games's Surviving the Edge and a number of roleplaying game products.

FINDING PARADISE

DECKBUILDING IN REDEMPTION

by William V. Niebling

Redemption is unique among collectible card games; it is not based not on a fantasy world, but on the world as it is described in the Bible. The nature of the conflict is very different from that of other card games. The goal of Redemption is not to destroy your opponent, or even to conquer far-flung realms. Instead, the players seek to rescue Lost Souls from the Land of Bondage by sending forth heroes. Some are mighty warriors like the Roman Cornelius, and others, such as Moses, are renowned for their wisdom and generosity. But it is not enough to send forth your holy warriors to rescue the Lost, because in Redemption you also play the villains. Goliath or Pharaoh, for example, can step forth to block the heroes and enslave the innocent. But that is the beauty and the challenge of Redemption. When constructing the deck for play, you must balance the forces of good and evil. Failure to do so will leave you either powerless to rescue souls, or powerless to resist the rescue attempts of others.

The rules for constructing a Redemption deck, like the rules for the game itself, are very simple:

1. Each deck must contain a minimum of 50 cards.
2. Each deck must contain a specific number of Lost Soul cards. A 50-card deck must contain at least seven Lost Soul cards. An additional Lost Soul must be added for each seven cards beyond 50.
3. The deck may contain no more than one each of any cards that display the image of the Reaper or the Lamb, and no more than one each of any "Power Enhancement" cards that show the image of the Bible over a multicolored field.

Otherwise, there are no limits on the construction of the deck. The cards can be roughly divided into five categories: Heroes (identified by the cross), Evil Characters (identified by the Dragon), Hero Enhancements (showing the Bible), Evil

Enhancements (with the Skull), and special cards bearing the icons of the Lamb and the Reaper. The Heroes and Evil Characters are both divided into six colors, as are the enhancements that expand their power. The enhancements can only be played on heroes or villains of the same color, and greatly increase the effectiveness of these characters. Therefore it is important to include enhancements lest a powerful foe paralyze your forces. Enhancements are only temporary, so you need several of them in your deck.

The Heroes have a slight advantage with special Power Enhancements. These represent powerful items that help Heroes defeat Evil, such as the Breastplate of Righteousness or the Sword of the Spirit. They can be played to aid any hero, regardless of color, but you are limited to only one of each in your deck. To balance this advantage, however, the villains tend to be more powerful in their own right. Without aid, even David would be defeated by the mighty Goliath. It is important, therefore, to balance the heroes, villains, and enhancements.

The last step in building the Redemption deck is the Reaper and Lamb cards. These are the most powerful cards in the deck, representing such forces as the Son of God himself. Like Power Enhancements, these are limited to only one of each card, but will find their way into almost any deck because of their great power and usefulness.

The fun of Redemption is the opportunity to play the forces of both Good and Evil. Only Evil can prevent your opponents from seizing your lost souls, and only Good can lead the Lost into the Light of Paradise. Both these forces must be taken into account on the route to Redemption.

Frequently Asked Questions

about REDEMPTION

by William V. Niebling

1) How many unique cards are there in the set? What's the distribution of rare, uncommon and common cards in the Booster packs and Starter decks?

There are 162 unique cards (not counting slight variants, which haven't been officially catalogued yet) in the Limited Edition print run. There are ten promotional cards that are not available at retail. Each booster pack contains one rare, three uncommon, and four common cards, and each Starter set (two decks) contains 15 rares, 43 uncommons, 18 commons, and 24 cards that only come in Starter Decks.

2) When do players draw additional cards and how many?

Players draw three cards at the beginning of their second and subsequent turns and one replacement card for each Lost Soul card drawn (which must be played as drawn). At the end of each turn reduce the cards in player's hand to eight (or fewer) as in Rule 2c, under Sequence of Play.

3) When I "reduce the number of cards in hand to eight," must I have exactly eight cards in my hand after I play a character card?

A player does not have to play down or discard to exactly eight cards. A player must have eight or fewer cards in his hand by the end of the turn.

4) What happens if a player is unable to draw cards from their draw pile?

If there are no remaining cards in a player's draw pile, the player continues to play but is not able to draw additional cards.

5) How many rescue attempts can be made per turn?

Only one. The exception is that a player may use the Son of God card to make a second rescue during the same turn. The Son of God card may be played any time to rescue any Lost Soul, including a Lost Soul in your own Land of Bondage.

6) If I make a rescue attempt and my opponent has no Evil Characters to block, what happens?

If no Evil Characters are used to block a rescue attempt, the rescue is successful. Also, a player does not have to attempt a rescue or block a rescue if he believes he cannot win or does not believe it is in his best interest to join in battle.

7) Can the Son of God card be played in reaction to a rescue attempt to deny a Hero his Lost Soul?

Yes. If there is a single Lost Soul card in the blocking opponent's Land of Bondage, using the Son of God card would, in effect, deny the other player the rescue. If there is more than one Lost Soul, the other player makes a rescue from among the remaining Lost Souls in that Land of Bondage.

8) Is there a limit to the number of Heroes or Evil Characters that may be played per turn?

There is no limit to the number of card plays made each turn. However, as stated above, only one rescue attempt may be made per turn, and there is no "banding" allowed unless a special card is played allowing banding (i.e., Sound the Alarm, Ezekiel's Stick or Rage).

9) Can enhancement cards be played other than in the Field of Battle?

Yes. Enhancement cards may be used on any characters in play. Note that all enhancement cards other than Set Aside enhancement cards are discarded at the end of the current player's turn. Here are two additional examples of legal play involving enhancement cards:

a) I am rescuing with a Hero from the Red Brigade (I have two additional Heroes from the Blue Brigade in my Territory). My rescuing Red Hero loses the battle and is about to be discarded. I play the Blue Brigade enhancement card Healing (it reads, "Heal any Hero that is about to be discarded") on one of my Blue Brigade Heroes, heal my Red Brigade Hero and return that Hero to my territory. Healing didn't make the rescue attempt successful, but I do get to keep my Red Brigade Hero.

b) I am blocking my opponent's rescue attempt with a Brown Brigade Evil Character (I have one Black Brigade Evil Character in my Territory). I can play Net on my Black Brigade Evil Character to take my opponent's Hero prisoner even though the Black Brigade Evil Character is not in the Field of Battle.

10) How are counters used?

Counters are used to keep track of the number of turns a card has been "set aside" and may be used to differentiate a player's Lost Souls or Heroes taken prisoner as needed.

11) When do special instructions take effect?

There have been a number of timing questions. Here are some guidelines. Keep track of when cards are played.

Generally, when an enhancement card is played that has special instructions (in the form of text over the illustration), its effects are instantaneous. For example, if a player is blocking a rescue attempt and plays "Net" to take a Hero prisoner, the Hero is taken prisoner before any other card is played.

12) What does it mean for an Evil Character to "ignore" a Hero?

An Evil Character that ignores a Hero cannot be defeated by the Hero and therefore successfully blocks the rescue attempt.

13) How does the Lost Souls card work?

The Lost Souls card counts as a single Lost Soul card for deck-stacking purposes, but counts as two Lost Souls when rescued. After the first successful rescue attempt (maybe with the Son of God card) by a player, the card is turned sideways (or the rescuing player's counter is placed on the card). Once this occurs, the card can only be fully rescued by the same player.

14) Are any expansion sets planned for the future?

An expansion set called "The Prophets" is under development. It is tentatively scheduled to ship at the beginning of 1996. We are working on some additional optional rules and perhaps some revisions. Below are some variations that we are playtesting. Please try these out and let us know what you think.

a) The Common Land of Bondage

-Prior to the beginning of the game, each player places one Lost Soul in the center of the playing area (Common Land of

Bondage). If, on a player's turn, none of her opponents have any Lost Souls in their Land of Bondage, the player may attempt to rescue a Lost Soul from the Common Land of

Bondage. The opponent to the player's left has the option to block the rescue attempt or to pass to the next opponent and so on. OR...

-There is only one Common Land of Bondage. Any time a player draws a Lost Soul it goes to the Common Land of Bondage. The current player attempts a rescue and the opponent to her left has the option to block or pass to the next opponent.

-Both of these variations get even more interesting if you also play the optional rule allowing players to help each other.

b) No Doubles

-No more than one of each character card may be put in play at the same time. In other words, if I put Mary in play then none of my opponents can put Mary in play until my Mary is discarded. I can have more than one Mary in my deck, just not in play (more restrictive). OR...

-No player may play more than one of each character in his territory. In short, I can put Mary in play and so can all of my opponents. But no player can have more than one Mary in play (less restrictive).



GRIDIRON

FANTASY FOOTBALL™

Qwik 'N Dirty Rules

When the Gridiron Football CCG hits the stores, you want to be ready. To give you that competitive edge, we tiptoed into the gym late one night and stole the playbook off the coach's desk.

If you know how football works and want to begin playing now, then you're reading the right set of rules. If you don't know basics (like

you need 10 yards for a

first down and four downs to make it), you should read the fatter rulebook. Each player needs his own deck to play. Decide who will keep track of the score, down, line of scrimmage, etc. Game play is based on winning Challenges. Whoever can bring the most key abilities to the play wins the

Challenge and succeeds on that play.

The key Ability Symbols/Icons are:

- *Power (an arm)
- *Speed (a foot)
- *Skill (a football)
- *Mental (a helmet)

SETUP

1. *Decide game length.* Gridiron Football is incredibly dangerous and grueling. (Superstars occasionally *die* during a game!) The shrinking attention span of the average fan and the high injury rate have resulted in shorter games. Your first game should last four Possessions (Drives). A normal game will consist of a pair of five-possession halves.

2. *Sort cards.* Sort your cards into five piles: Team, Offensive Plays, Defensive Plays, Offensive Actions and Defensive Actions. You'll note that the backs of the cards are different, making it easy to sort your cards.

3. *Choose Team cards.* These are the cards that make your team great, special, a winner. For your first game, play with three Team cards each. (Five is the norm.) No duplicates (i.e., you can't both put down the same Franchise card), and only one Coach and one Franchise card are allowed per team.

Decide which player is the Away team. He puts down one team card face up. The Home team player then puts down two Team cards, the Away player puts down his last two, and the Home player puts down his final team card. Repeat the middle part if playing with more than three Team cards.

4. *Choose starting Playbooks.* Secretly, each player chooses six Offensive Play cards for his Offensive Playbook and six Defensive Play cards for his Defensive Playbook. *You must choose at least one Run Play and one Pass Play for each.* Keep the cards you're not using nearby, as you'll want to swap them in later. (During halftime you may repeat this step and start the second half with new Playbooks.)

5. *Ready Offensive and Defensive Action cards.* Shuffle each pile separately and place them face down.

STARTING PLAY

1. *Coin toss.* Flip a coin. Winner decides who kicks off for the first half. The other team will then kick off to start the second half.

2. *Draw your Action cards.* If you're on Offense (or kicking off), draw five Offensive Action cards; otherwise, draw five Defensive Action cards.

3. *The kickoff.*

a) The kicking team may play an appropriate kickoff Action card, such as onside kick.

b) The receiving team may play an appropriate kickoff Action card, such as kick return.

c) The receiving team can declare a touchback and take the ball at their 20-yard line.

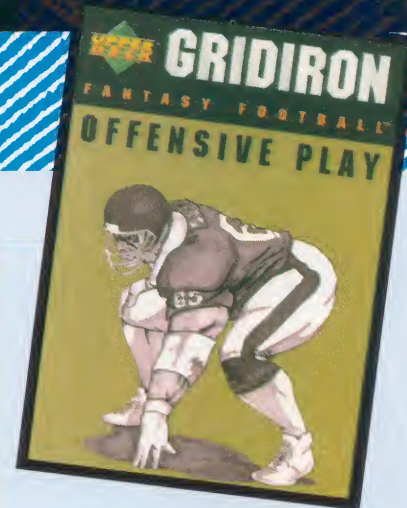
If the receiving team would rather return the kick, do the following:

d) The kicking team uses their Offensive Action hand and the receiving team uses their Defensive Action hand. The kicking team declares the ability symbol for the kickoff.

e) Both players secretly place face down a number (zero to five) of their Action cards that have this ability symbol on them.

f) Reveal the cards and count the symbols. The baseline is the 20-yard line. If it's a tie, the ball stays at the 20. If the receiving team

has more symbols, he gains five yards for each additional symbol (putting the ball at the 25-yard line, 30, 35, etc.). If the kicking team has more symbols, subtract two yards for each additional symbol (putting the ball at the 18, 16, 14, etc.). Discard played Action cards into Action card discard piles.



4. *Return unplayed Action cards.* Put them face down on top of the piles from which they were drawn.

AT THE START OF A DRIVE

1. The player now on offense picks up his Offensive Playbook and the defensive player picks up his Defensive Playbook.

2. Both players may exchange one Play card in their hand for one they're not currently using.

3. The offensive player draws five Offensive Action cards and the defensive player draws five Defensive Action cards. (If you run out of cards, you have to play with fewer cards for that play. Then, you may reshuffle your Action card discard pile and make it your Action card draw pile.)

SETTING PLAYS

The following section might seem a little complicated. But hang in there! It's actually easy to understand, but not so easy to explain.

PLAY PHASE

1. Both players may flip over any of their team cards to make them active (face up) or inactive (face down) for this play. Example: On third down and long, the Nickel Defense team card would be turned face up.

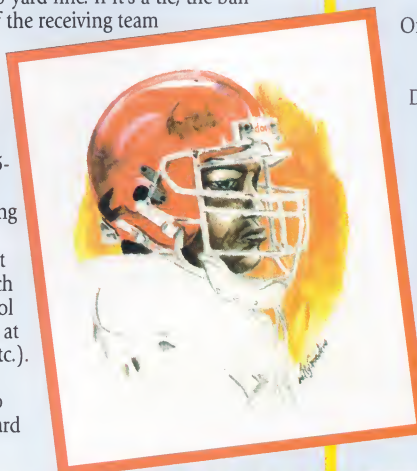
2. The Offense chooses one of his Offensive Play cards and lays it face down.

3. The Defense chooses one of his Defensive Play cards and lays it face down.

4. Both cards are turned over. If both are Run plays or both are Pass plays, the Defense guessed correctly and has the Advantage. Otherwise, the Offense has the Advantage.

5. Now look at the Advantage player's Play card. The Ability symbol(s) on it determines the Dominant Ability for this play.

6. Determine initial Set Values for each play by counting the number of Dominant Ability symbols on each play-



er's Play card. Consider Team card effects, when applicable. (The Advantage side usually begins with a Set Value of 1, 2 or 3; the other often has none.)

THE CHALLENGE

To win the Challenge, and therefore the play, both players wish to create the highest Set Value. For example, in a Skill Challenge, a set of four Skill symbols beats a set of three Skill symbols. However, the initial Set Value (explained above) can be increased by playing your Action cards, as explained below.

The play is considered either Successful or Stopped depending upon whether the Offense or Defense ultimately wins the play by having the highest Set Value.

ACTION PHASE

1. Whoever has the lowest Set Value goes first. Keep in mind that the player with the Advantage wins a tie. Example: (If Joe has a Set Value of 3 and the Advantage, and Bob has a Set Value of 3 as well, Joe wins the tie. Bob has the lower Set Value and must play first.)

2. This player lays down Action cards until his Set Value is higher than his opponent's, or passes.

3. The other player now lays down Action cards until his Set Value is higher than his opponent's, or passes.

4. Repeat 2 & 3 until both players pass consecutively. Neither player has to play a card, but if a card (or combination of cards) is played, it (they) must improve his Set Value. Action cards with no Abilities on them can be played at any appropriate time.

An improved Set is the combined effect of one or more cards, and becomes:

- Greater in value than an opponent's Set,
- Greater in value than an opponent's Set in a Secondary Challenge (see below),
- Double the value of the opponent's Set (if applicable), or
- Prevents you from being doubled by your opponent's Set (if applicable).

Secondary challenge. Some cards list a Secondary Challenge; these provide special effects (such as an interception, breakaway, or fumble) if the specified ability wins in a concurrent second challenge. Play/Action/Team cards already in play count toward the secondary Set Values.

Doubling. Doubling is similar to a secondary challenge, but instead requires the winning side to have a Set Value of at least double his opponent's. If there is no doubling result possible, a Set cannot be improved to achieve or prevent doubling.

RESOLVING THE PLAY

If the offense was successful (had the higher final Set Value), apply the Objective stated on the Offensive Play card. Otherwise, apply the one on the Defensive Play card.

But wait, there's also...

SPECIAL RESULTS

If the last Action card played by the winning side has Ability symbols on it, that card's Special Result is applied, even if it doesn't benefit the winning side. (On rare occasions the Special Result tells you to do a new Secondary Challenge. When you do this, you do count in Team cards, but not Play and Action cards already played during this play. At play conclusion, do not look at or do a second Special Results.)

But wait, didn't your opponent just cheat? Did the ref have his glasses on? Was he facing in the right direction or gazing at a cheerleader on the sidelines?

RESOLVING DIRTY PLAYS/PENALTIES

1. Look for the lowest number Penalty Risk for each side on both the Play and Action cards just played. The ones with the lowest numbers are the most flagrant fouls. (A card with a Penalty Risk of 1 has a high chance of being caught, whereas a card with a Penalty Risk of 5 or more is unlikely to be caught.)

2. If there are no Penalty Risks, there's no penalty.

3. If both numbers are the same, there's no penalty, as the refs won't call it when both sides cheat just as flagrantly.

4. If one side has a more flagrant foul than the other, a player may be able to call a penalty on the card with the lowest Penalty Risk number. If there's more than one card with the same Penalty Risk, the player may choose which one he wishes to call.

(Example: Joe played two Action cards that have a Penalty Risk of 3. Bob can choose which of these will be the penalty for the play.)

5. Screaming to the ref is done by playing one or more of the remaining Action cards in your hand that have Ref Alert numbers. You need to equal or exceed the Penalty Risk number. (Example: If Penalty Risk is 3 on Joe's Action card, Bob could play three Action cards each having a Ref Alert of 1, or two that have a Ref Alert of 2.)

6. Whenever a penalty is caught (and not declined), all yardage results for this play, including turnovers and scores, are ignored. However, injuries and other special results, if appropriate, are still applied.

FINISHING A PLAY

1. Return Play cards to Playbooks.

2. Discard all Action cards used during the challenge.

3. Each player may discard one Action card remaining in his hand. If it's at the end of a drive (a score or turnover has just resulted), players may discard as many Action cards as they wish.

4. Both players draw until they each have five Action cards.

KICKING

Note: When resolving runbacks of kickoffs, punts, kicks after a safety, and interceptions, a full hand of five cards of the appropriate Action cards is drawn.

Punting. Use the Kickoff rules except that the baseline is 40 yards downfield. The receiving team may call a fair catch. Otherwise resolve it as a kickoff runback.



Points After Touchdown: If a touchdown was scored, the offensive player has the choice to kick an automatic extra point or Go For Two from the 2-yard line.

Safeties. Use the Kickoff rules except that the baseline is the receiving team's 45-yard line. The receiving team may not call a fair catch. Resolve the runback like a kickoff runback.

Field goals. Kicks from the 25-yard line or closer are always good. Longer kicks require the play of an Action card that adds distance to the kick.

TURNOVERS

Interceptions. Use the Kickoff rules except that the ball only advances four yards per symbol for the intercepting team, and no yards per symbol for the team that threw the interception.

Fumble recoveries. There is no advancement of a fumble beyond any yards stated on the card.

END OF A DRIVE?

Check to see if the half is over. If the second half has ended and the score is tied, sudden death overtime occurs. Start it with a coin toss!

AFTER KICKS OCCUR, IF ANY

1. Place Play decks down and pick up your other Play decks (swap Offense for Defense and vice-versa.)

2. Each player may exchange one Play card of his choice for another Play card not currently in his Playbook.

3. Put your Action cards back on top of your Action pile (on the correct one!), and then draw five cards from the other.

EXTRA NOTES

1. A touchdown is scored on any gain that results in the football reaching an opponent's 0-yard line (end zone line).

2. Remember that penalty yards can never be assessed for more than half the distance to the goal line. (Example: A 15-yard penalty at the 11-yard line moves the ball to the 5-yard line.)

If the Defense commits pass interference in their own end zone, the ball is placed at the 1-yard line, first down and goal to go.



Creation of The Ancient Fighting Arts of China

by Dave Long

As anyone who's dabbled in Ultimate Combat! knows, our Limited Edition release has techniques from judo, karate, jujitsu, tae kwon do, boxing, and wrestling, none of which are Chinese. Many of you have asked us, "What about the Chinese arts? Kung fu? Tai chi? Why are you leaving out China?" The answer is that Ultimate Combat! is designed to be realistic and accurate, and nobody who worked on the original game knew anything about the Chinese arts. So we stuck to what we knew and gave you Japan, Korea, and the USA. But with over a billion people, China could not be ignored. We knew from the beginning that we would need to search out experts in many of the Chinese martial arts and include them in our design team for our first expansion set.

Our guardian angel, Dr. Chi-Hsiu Weng, a visiting professor from Beijing University, was introduced to us by Professor Yoshihiro Uchida of San Jose State University and has proven incredibly valuable throughout the project. Not only does Dr. Weng have an in-depth knowledge of many of the Chinese martial arts, he is respected and well connected and was able to bring together master instructors and top-ranked fighters from all over to appear in the expansion set.



GOALS

One of the best things about the gaming world is that CCGs aren't carved in stone; they develop and grow, largely with your input, to become better as time passes. And the games that are the most fun to play and have the most depth are the ones that listen to you, the real game experts, and include your ideas in their evolution. With the strong Ultimate Games presence on the Internet (shimban@ultimategames.com), our owner rank registration system, and our customer support telephone lines (408-271-0600), we have the great benefit of hearing from Ultimate Combat! warriors all over the world. Several of the card

ideas in CHINA came directly from player suggestions—and we think that's great.

Certainly, our CHINA expansion will add new dimensions to the game. CHINA will add new cards (over 120 of them), new gameplay concepts (coaching cards, techniques that will inflict more than hit point damage, and others), a new level of graphic arts achievement, and some surprises for everyone. At the same time, we will strive to maintain the realism and integrity of Ultimate Combat! For those of you who suggested that we emulate Mortal Kombat and increase the blood and guts factor—sorry, that's not us. You won't see any decapitation, any blood spattering, or any evil spirits in Ultimate Combat!

We also wanted to enhance the deck composition variations in our game. In Ultimate

Combat! four types of Foundations provide the power to do almost everything you can do in the game: Knowledge, Conditioning, Fighting Spirit, and Experience. And, as most of you who have played a few games have figured out, the six possible Foundation pairs each have a "flavor" of their own. For example, at the opposite ends of the spectrum, Knowledge/Experience decks emphasize powerful psychic abilities while Conditioning/Fighting Spirit decks are best for those who want to maximize real world fighting skills on offense and defense.

When pre-release playtesting showed that too great a concentration of cards in these categories tended to reduce flexibility of deck design and even unbalance play, we spread the "destroy foundation" cards around more evenly and threw a few strong "technique-directed"

action cards into the psychic foundation groups, while pulling several significant mystic cards into the technique groupings.

We also want to make certain that Ultimate Combat! isn't just a "swords and sorcery" game with an Asian personality, so we've created cards like Psychic Boomerang, Mental Agility, and Time Delay to keep the psychic action cards like Mental Domination and Psychic Subversion in the proper perspective.

Another play concept will debut in CHINA: multiple levels and distances of attacks. Now Ultimate Combat! will allow fighters to specifically target an opponent's head, body, or legs, and will increase the effectiveness of attacks that aren't blocked correctly. We'll introduce short-

and long-range attacks, and cards that will allow players to either Close the Gap or keep your distance.

Movement, which is a critical component in real-life martial arts competition, is one unique aspect of Ultimate Combat! With the introduction of Winged Sandals, Claw of the Cheetah, and Hot Lava, among others, movement will gain even greater importance for the successful player.

DEVELOPMENT PROCEDURES

One of our cardinal rules in evaluating new card ideas is the famous TANSTAASI Principle: "There Ain't No Such Thing As A Stupid Idea." That means listening to everyone, taking the ideas in and playing with them (mentally at first), letting them germinate. Even though something may sound ridiculous at first, we've discovered that it may hold the seed of an idea that really works well after mutating and being tugged at by five or six people over a couple of months.

On the other hand, we know that every card idea has to pass the Ultimate Questions, which we ask ourselves about every card idea we hear. As just one example, for every talisman we have to ask: "What happens when it gets Mirrored?" (That's Moriya's Mirror, which reverses the effect of any non-drainable talisman.)

If a card idea seems workable and gets through the Ultimate Questions list, we playtest it. This is the fun part. We have a list of all our playtest cards and their names, playing costs, and effects, which is constantly updated and given to all our playtesters. To play with a new card, a playtester jots the card name and cost onto a sticky note and sticks it on an extra foundation card, then slips it into a card sleeve and shuffles it into his deck. (No need to copy the card effects; we just refer to our lists.) Since most of us play with our cards in sleeves, these "instant" versions fit right into our decks.

Of course, it doesn't always go in that order. Some of our more warped and twisted people find that it's more fun to spring a new card on someone without any warning at all! Just make up the card, stick it in your deck, and add the effects to your copy of the card list for future inclusion on the master. As you can imagine, this makes for some unexpected turns during games. (By the way, any of you who care to work on new card ideas for submission to Ultimate Games can feel free to take the same approach. If you come across an idea that really seems to work, send it in. But we suggest you tell your

friends what you're doing. Springing it on them in mid-game can create a negative atmosphere: Mike plays "Bear's Jaw" (which Anita doesn't have and which she hates him playing)...Anita plays "Carnivore Goes Mad" (which she made up last night), and announces that the Bear just turned on Mike and ate his legs, inflicting 10 hit points of damage and preventing him from making any further attacks this game...Mike throws cards in Anita's face and storms out. See what I mean?

As we play with the new cards, we constantly throw



about cards like *Psychic Boomerang*: "But that isn't Chinese!" he'd yell, rolling his eyes and sometimes rolling on the floor. "Why do we have things that aren't Chinese in a Chinese expansion set?" We'd explain that we didn't have to have only Chinese things in the expansion, just a strong Chinese flavor and influence, but sometimes he'd still end up shaking his head in disbelief.

In finalizing card art we adhere to several additional principles. Environment cards, for example, all are devoid of people. Weapons aren't shown hitting anyone, just being brandished. And, as I mentioned earlier, we don't want the "bloody" look, so metal or edged weapons are also out.

THE PHOTO SESSIONS

After everything is more or less laid out, the next step is trying to bring our ideas to life. All of our models are real martial artists doing what they know best. We don't use any professional models to "fake it," and while some of our shots are computer enhanced with special effects and filters, everything starts with live action photography.

Card names are open to changes during the photo shoots. *Panic*, for example, was originally called *Run Like a Sissy*. How do you tell a model who just flew in from the opposite coast that you want him to pose for a card called *Run Like a Sissy*? *Panic* is bad enough.

We quickly learned that timing is very important. In the early sessions for the Limited Edition we'd have nearly a hundred people scheduled to show up—and they'd all appear at 9:00 A.M. wanting to have their pictures taken RIGHT NOW. Remember that all of these martial artists are among the very best in the country at what they do. They're used to being at the National and World Championships, the Pan American and Olympic Games, and being, pampered. On the other hand, none of them are models and none of them are used to posing for photos.

It's easy to get the attacking fighters to have a powerful facial expression—they just make their normal 150% physical exertion and *kiai* (the focusing shout you hear when fighters attack) and they look great. The problem is getting the proper facial expressions on the person being attacked. If we use full-strength attacks to get the real expression of devastating pain that we want on the cards, we won't have many models left. So we have to work with them to get simulated defender expressions, and that often means doing the shots over and over again. This often results in working on two or three card shots at the same time—we have one model do a technique two or three times, then switch to another while the first is catching her breath.

I won't go into all the logistics of dealing with the models—flying them in from all over, coordinating meals and hotels, arranging costumes that were appropriate for the various martial arts styles, making certain that the masters were treated with the proper respect and deference in all ways. This was largely handled by the ubiquitous Dr. Weng, and we were very pleased to have him take care of it for us.

The photo sessions aren't all problems, though. We had some very pleasant surprises, including Kung Li, Jonathan Wang, and Janet Gee. Kung Li is a Chinese kickboxer who showed up and knocked our socks off. He has a well-defined and muscular physique, with some of the most dynamic and powerful techniques I have seen. Jonathan Wang is a tai chi practitioner from Santa Monica, and one of the most talented, helpful, and personable people you'll ever meet. When we would ask the group of models "Who can do this technique?" Jonathan would always say, "I can do that," and he always could. Fast, flexible, powerful, with a good appearance—what more could we ask? (Jonathan is the other half of our ad in this issue). And then there was Janet Gee, with her "nothing is impossible" personality and the physical prowess to live up to her billing. She was dynamic and energetic (during one shot she actually started growling), and she stayed long after she had expected to be finished. She also became an immediate and passionate fan of the game itself from the first moment she saw it, playing hand after hand between shots.

THE FINISHING TOUCHES

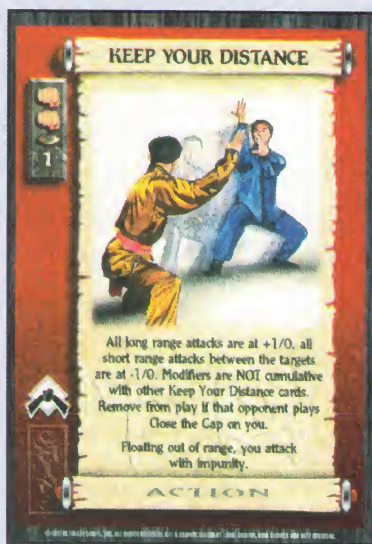
After the film was developed (over 40 rolls of 36 exposures each) the next step was to go through the transparencies and select the best shot to use for each card. The final selections are digitized and brought into the computers and the graphics people begin doing their magic 15-18 hours a day. Each card photograph requires hours of work, first masking out everything but the fighters, enhancing the clarity and resolution, creating backgrounds, arranging

arms and legs and hands and feet; adjusting shadows and color, and painting in special effects and creating motion.

The last touch is bringing all of the components together—graphic layout, picture, all of the icons, and both the descriptive and the color text. From there we print out film and send everything off to the Upper Deck Company for printing.

We hope all of you enjoy this addition to the world of *Ultimate Combat*! and that you keep giving us the kind of

positive feedback and volumes of new ideas that you have in the past.



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COLISEUM OF COMICS ORLANDO, FL

Paul H. Lewis II

Greetings once again from the sunshi....umm, hurricane state. I don't know what's worse, the hurricanes or the lack of Ice Age—at least with hurricanes you can predict when they're coming. As you can tell, Ice Age seems to be the talk of the town, when you can get it. This product is hot, and very much in demand. The artwork is outstanding and the cards themselves are *cool* (sorry)! Almost every card in the set is very useful and should make for some very different game play. Now if we could just see more of it hitting the stores.

Of course, Ice Age isn't the only game in town. Chronicles hit the shelves last week and it will definitely make the latecomers very happy. There isn't really a whole lot I can say for this set, except that there is no such thing as a Rare card. Of course, those of you who spent big bucks for things like The Wretched, Elder Dragons, Craw Giant and a long list of other really neat assorted cards should seek medical attention immediately. There are also support groups being formed around the nation. With the reprints in Fourth Edition and now in Chronicles, single card sales have slowed way down as people figure that if they wait long enough, WotC will get around to reprinting the cards they want. I just hope that this won't be the case (I can see the hate mail now) for the newer expansion sets coming out in the future.

Now it's no secret that Decipher is coming out with one of the most anticipated games of the year, and it's going to be tougher than a charbroiled Ewok to get a box. If this thing is all that they say it is, look out. As the release date draws near, I'm getting almost a dozen calls a day from people looking to pick up a box. If you haven't done so yet, I would check with your local dealer and

order a box today. Also due out is the newest expansion for the Star Trek game. I hope this set will look good and renew interest in the game, as it has slowed down in my area and needs a boost. I'll let you know next issue.

The next big project out there is the new OverPower game from Marvel and Fleer. I have seen the promo cards and it looks pretty neat. If the game plays well and the cards look good you will see a nice following from both the comic collector and the game player.

Wildstorm is another comic-related card game that looks neat, and should be out around the same time.

If the games mentioned above don't grab your attention, don't worry. I just finished looking over an order form from my distributor and I counted over 40 new games or expansions coming out over the next six months. Talk about your bandwagons. I'll have to get my boss to expand the store again just to add more room for all the new CCGs coming out. Some of you may be wondering what new games to get into. Look no further—I, the card guru, have given this matter some thought. Looking over this form, I see five or six that really reach out and smack me—Middle-earth, BattleTech, Wing Commander and maybe even Gridiron (football) sound interesting enough to me, if done decently, to merit checking out.

THE DAYS OF KNIGHTS NEWARK, DE

John M. Corradin

They did *what*? The sometimes confusing, but always exciting, world of M:TG has once again been turned on its ear. The sale of Magic singles and sets has been set adrift into a vortex of uncertainty. With the reprinting of so many cards from previous expansions in Fourth Edition and Chronicles, no one seems certain where prices are

heading. Collectors and dealers alike are upset and angry with WotC's decision, but I feel there is no real cause for concern. The original versions of the reprinted cards will retain much of their value.

Why? Because collectors still want the originals, and let's face it, the black border cards are far superior. Also, the cards that have not been reprinted will undoubtedly experience a price surge of dramatic proportions. In the end, things will even out. So, dealers, don't worry—singles and sets will rebound. Magic is alive and well. Collectors, now is the time to grab up those reprinted cards that you need; the price will never be lower. You may also find good deals on other cards as dealers panic a bit.

Three games have made dramatic movement, both in sales of unopened product and in the establishment of a singles market. Galactic Empires has been the most prolific, followed closely by Rage and the newcomer, Shadowfist. Galactic Empires has stepped forward, filling the gap left by Star Trek. Decipher's failure to support its system in a timely fashion, coupled with the show's cancellation, left Star Trek in disarray. Galactic Empires has been supported thoroughly and shows no signs of slowing down. Rage continues to be fueled by its roleplaying counterpart. The game also has proven to be a winner and collectors covet its foil cards. Shadowfist, the new kid on the block, seems to be a winner as far as presentation and art are concerned. Only time will tell if the game maintains the public's confidence.

For those of you looking for a new game, I think FPG's Guardians looks like a winner. Phenomenal, never-before-seen art from fantasy masters Keith Parkinson, Don Maitz, Mike Ploog, James Warhola and Brom makes it a visual treasure, one that can be collected for art alone. However, Keith Parkinson and Luke Peterschmidt have designed a game that is diversified and simple and enjoyable. The game system will hold its own

in the marketplace, while the magnificence of the art will make the game a contender for the collectible throne.

FANFARE SPORTS & ENTERTAINMENT, INC. KALAMAZOO, MI

Joshua Hall

Help! My life was reprinted in Chronicles and now it has no value!

G'day! Here's what's new. Chronicles arrived last week. Our allocation lasted for five days. I was surprised to see it hang on until the weekend, but on Saturday the final packs disappeared quickly. I will have more to say on Chronicles later. The first expansion for Rage, The Umbra, was also just released. This is really sharp. Rage was missing something by not explaining the Umbra fully in the main game. With this addition, all of the cards from the original set now have a purpose. Other expansions: Wyvern released Phoenix, DoomTrooper released Inquisition, Blood Wars released Power & Proxies. Unfortunately, DoomTrooper is the most popular of these games and even it lacks the audience to float an expansion set very far. Shadowfist has been out for a few weeks and looks to be a rip-roaring good time in a multiplayer situation. I for one enjoy the total mayhem this game offers. Redemption, the Biblical CCG, has also been out for a while and has yet to pick up any following. This seems to be another "Giant Growth" game. (Other examples include Spellfire and Blood Wars.) Finally, Hybrian Gates opened in our store. The art by Boris Vallejo and Julie Bell is great. The game plays all right, but is also a variant on the "Giant Growth" game. I will say that Hybrian Gates shows more potential than most of the others in this category.

Fourth Edition and Chronicles have had a profound and probably long-term effect on the collectibility

of Magic cards. To be fair, Fourth Edition did not greatly hurt the value of those sets from which it reprinted cards. No one set was picked on and it targeted solid and balanced cards. Chronicles is something else entirely. Out of 125 new cards, more than half are from Legends. But they are not the generally useful cards to be found in Fourth Edition. The cards reprinted in Chronicles seem to have been chosen based on their collectible value—all of the Elder Dragons, Dakkon, even the ever-pungent Sol'kanar. Maybe the Chronicles commons aren't big names like these, but the roll call is impressive, and it has had a profound impact on the values of all of the sets from which it pulls, primarily Legends. (We are selling all of the cards reprinted in Chronicles for half of their original value.) One regular customer saw a Legends set auctioned at Gen Con for \$450. Just a few months back it was worth \$1,200. WotC has, in one fell swoop, destroyed collectors' trust that its product will hold its value. I even understand the motivation: get more product out there to get more players into the game. I'm just wondering how Homelands will sell. I imagine that we are not going to have many people grabbing it as an investment. I don't believe the values of these Chronicles originals will return to their former glory, but maybe, with enough outcry, WotC can be persuaded to refrain from an encore.

On a positive note, Moxes and the Black Lotus were auctioning for about \$100 and \$200, respectively. At least some things may never change.

The only CCG that tugs at my attention is Star Wars. Unfortunately, I do not expect to see it released for quite some time. Also due out are a host of superhero games, the most requested of which is OverPower from Marvel. Finally, Highlander should be arriving any time now.

Just in case you still don't know: there can be only one.

THE GAME MASTER FAIRLAWN, NJ

Steven McCauley

About 50,000 years ago was the last great Ice Age—until now. This Ice Age is definitely cooler than the last one. The set of over 300 cards has put some new life into the old ones. With new artwork on some existing cards and some awesome new cards (Jester's Cap and Mask, Polar Kraken), this set will not soon become extinct.

Then, after the great Ice Age, came Chronicles. This new set means a Magic player does not have to spend \$35 for that Erhnam Djinn anymore. This set lets you put cards into your deck that are very powerful yet easy to acquire, and it is considered part of the basic set. Let me check my wallet to see if I can afford three expansions within four months of each other. If Homelands is anywhere near the level of Ice Age, I may never sleep again. My nights will be spent making new decks and my days playing with those decks. For all those people who predicted the end of Magic—I don't think so.

There are several new card games coming out in the near future and the current games are releasing their new expansions. Rage has released The Umbra, Galactic Empires just released two expansions and Illuminati and Wyvern expansions are due to arrive. Shadowfist has arrived and the art looks great. The card stock is good and the gold stamp on each card is a great touch. Marvel's OverPower card game is getting a lot of press. Let's hope this game is as good as their comic books. The most eagerly awaited card game is Star Wars, and from the buzz this game is getting it should be an instant hit. The one I'm most interested in is the first sport turned into a card game...Gridiron. I hope it does well because I'm a big sports fan.

Whatever your game taste, it seems there's a game out there for you...enjoy!

GATOR GAMES & HOBBY SAN MATEO, CA

Jean Seaborg

The three hottest games in my store now are Magic, Shadowfist, and Powercardz. Shadowfist has been flying out of my store at a brisk pace and is second only to Magic in sales. Everyone seems to love the art on these cards. The game plays well and has a movie and roleplaying overtone. Customers are trading their Magic cards for packs and singles have been requested, so we will be opening up some soon. We now offer Rage, Illuminati, Wyvern, and Star Trek as singles.

Powercardz is also hot. My manager, Phill, is really into the game and it is a definite hit with the customers. There are A decks and B decks and three kinds of booster packs. The cards seem to be the same in the Starters and the Boosters, so make sure you get packs with different pictures on them. There seems to be no sorting, no randomizing to these cards, and I don't know if the company plans to do so. This game is totally different from other card games; there isn't any type of casting cost, for example. It's a nice break from the other CCGs.

Ice Stones by Chessex—if you haven't had a chance to get these stones and add them to your token and counter collection, get some! They are really cool and the kids like them. It seems to add more playing variety to the game. In the couple of games I've played with them, play has actually stopped so I could explain where I got them (same with the Jihad Stones with the ankhs on them produced by Shield Games).

Towers in Time. I can't even get people to try the game because they didn't include the rulebook in the starter decks.

Chronicles. It is better for the player that cards are being reprinted. Most popular cards are leaning

toward expensive, like the new reprinted cards in

Fourth Edition. The Elder Dragons, The Wretched, and City of Brass are the most traded and coveted. Even as a Common, Feldon's Cane is in everyone's binder.

Sales of Magic singles have slowed down and many cards have dropped in price because of reprints or because of individuals selling their cards. Now that Chronicles has come out we will be seeing new cards with Homelands and the popularity of Magic should continue. It's the big sets like Ice Age and Legends that get people excited and create the commotion. We expect the same reaction to Homelands as to other smaller sets—it should sell well, but we should be able to make a set with one box and a bit of trading. Homelands will be hard to get at first, with a glut at the end and everyone selling at retail or below. Around November leading up to Christmas, the popular single cards will sell again and rise in price value. So if you are a collector or an investor in Magic, prices should pick up by the end of the year.

An enormous number of games are coming out in August and early September. I think it is going to be pick and choose now on the CCG market. I don't think anyone can afford to collect them all, but I think everyone can get a few Starters to try them out.

HEROES UNLIMITED, INC. ROSELLE, IL

Tom Klein

The Chicagoland summer has been hot in more than just daily temperature! The releases of Ice Age, Fourth Edition, and Chronicles have set store sales on fire. Although there have been allocation problems throughout the country, we've been able to keep up with the demand with the support of an excellent distributor and

Four Corners

access to secondary markets.

However, the release of Fourth Edition and Chronicles affected the single card market. Sales appear to be slowing, with the exception of the OOP Unlimiteds and Arabian Nights. This coincides with a recent purchase of a rather large private collection at a reasonable price. The new collection expanded our singles inventory and allowed us to pass the savings along to the customer.

Summer is sizzling for two of our Magic tournament judges as well! Cliff Yahnke and Allen Hege have won titles that expand their Magic expertise into the realm of other collectible card games. Earlier this summer at Origins in Philadelphia, Cliff won the title of National Champion for On the Edge. Atlas Games awarded him a box of Arcana and uncut sheets of the original game, and will introduce a Dr. Cliff Yahnke card in the next expansion. What a nice graduation gift for Cliff, who recently completed his Ph.D. Allen has become the World Champion of Wyvern. He earned this title in Milwaukee at Gen Con. His prizes included a premier set of Wyvern and card #136 in silver and gold. (Hey, Wyvern, why not name a dragon Allen?)

Monday night tournaments continue to be our time for experimenting. Customers are encouraged to use the open table areas to play new games or old favorites. We also have a sealed deck Ice Age League that tries to follow the guidelines established by *The Duelist*. However, we've made a few modifications to stimulate interest and promote a more competitive spirit. For example, we recently voted to award extra Booster packs to players with lesser scores.

I thought the busy summer months would show decreased attendance at our Friday Magic tournaments, but they have remained popular and drawn new faces. After Labor Day, we hope to increase playing capacity by moving younger players to Saturday

afternoon and adding space.

HOBBYCRAFT, INC. ANCHORAGE, AK

Randy Lockard

Hello from the Last Frontier!

Two years ago Wizards of the Coast carved a niche in the game market with Magic: The Gathering. Before that many companies had introduced card games, and although many were popular, not a single one rivaled what WotC has given us.

As of today, there are at least two dozen collectible card games competing for your dollars. Looking into my collectible crystal ball, I see no fewer than a dozen more being released before the year ends! No doubt many of these will be fine games, but will they be able to sway you from spending your money elsewhere?

In the not-so-distant future Star Wars will be shaking the foundation of this new market. If any new game has the potential to take a lion's share of the market, it will be this one. I can foresee this game easily outselling Star Trek, and maybe even making WotC take notice. The black-bordered version of Star Wars will most certainly be collectible. The price per Booster pack could easily reach \$20, as it has with Star Trek. The question I have is: how long will any new game last if it plays badly? I hope that Decipher Games has put out a game that plays as well as it collects. After all, who wouldn't want to be the Empire, trying to squash the rebels, or play the Rebel Alliance, making daring raids and bold escapes at every turn? Sounds too cool to pass up.

The fate of M:TG as a collectible card game seems shaky at best. I have noticed a trend in the singles market, and it seems to be for the worse. With each passing day it appears that individual card sales are slowing down on all expansions. There are exceptions, but those exceptions center around the cards not reprinted, such as Ali from Cairo, Moxes, and Time Walk. With series such as Ice Age and

Chronicles being printed for a while as opposed to a limited run, these cards will also never increase much. Basic cards such as Force of Nature, Nightmare, and Lord of the Pit are now the focus. These cards, which have been around since day one, have proven themselves to be good sellers as well as good play cards. The prices for these Revised and Fourth Edition cards have been set by demand and rarity, not by a limited run.

Every so often people write me with ideas for killer combos, so here are a few recent ones:

1) With the reprint of Fallen Angel, Breeding Pit becomes a very playable card again. This will never be the focus of a deck, but it does make for a powerful combination in a slower deck.

2) Icy Manipulator has come back with a vengeance! Combine it with Blight for extra Land destruction. City of Brass is back, so either of these cards will work well against it.

3) Enduring Renewal, Atog and Ornithopter. Enduring Renewal causes creatures sent to your graveyard to come back into your hand, Ornithopter is free to cast, Atog's ability lasts until the end of the turn....you figure it out!

4) Green is speedier than ever now with Wild Growths, Fyndhorn Elves, Llanowar Elves, Fyndhorn Elder, Juniper Order Druid, Birds of Paradise and Instill Energy. These cards make for a ton of Mana quickly. You can easily afford power like Force of Nature, Scaled Worms, Craw Wurms and such by the fourth turn, and think of the devastation if you add Concordant Crossroads so that you can use them the turn they come out!

That's all for this issue, so go and play!

INFINITY COMICS & GAMES INC. LAFAYETTE, CO

Jonathan Greschler

Greetings from Colorado and

Infinity. I had the good fortune to speak to the Spellground artist this week. Spellgrounds are protective playing surfaces that make your cards easier to pick up or move. He mentioned a new dragon design in the works. Look for it.

Our store's pick for the soon-to-be-released game with the greatest potential is Heresy. The advance artwork looks great and the premise is interesting.

When I first heard of WotC's plan for a year-long Ice Age release, I felt that interest would peak after the first or second shipment and the game would sell steadily but at reduced levels for the rest of the year. Instead we are seeing Ice Age waves. Since the cards are going to be available for a year, my initial pricing was similar to Fourth Edition pricing, with my best Rare cards at about \$15. Wrong again. The most expensive card, the Jester's Mask, has climbed to \$25 and will probably be \$30 by the time you read this. Why? The answer lies in mythology. There is a classic tale of a visitor to Hades who sees a man bound in a parched desert who can almost, but not quite reach water. The man screams for it. When the visitor believes no one is watching he gives the man a drink. This only increases the man suffering, as it is just enough to remind him of what he cannot have, and too little to quench his thirst. Ice Age shipments are a lot like this.

Singles are easy to get for about three weeks after a new shipment. About a week or two after the Boosters and Starters are gone, the best Rare singles begin to disappear. Soon it is hard to find an Uncommon Kjeldoran anything.

In my last column I noted that Fourth Edition has 72 more cards than Third Edition. Because of this, getting any one specific card in a pack, especially Uncommon cards, has become more difficult. Enter Chronicles. One hundred twenty-five reprints, 46 U1 Rare Uncommon cards. With 45 packs in a box and reasonably good randomization, some cards that were

only in one of four Legends expansion boxes are suddenly fairly easy to get. It is still very hard to find a Johan from Legends for less than \$15. But a Chronicles Johan will probably sell for about \$10 initially. Elder Dragon Lords will suffer the most because they are widely thought of as a grouping, not as individual cards. This means roughly five Elder Dragon Lords to a box. If there were roughly five Shivan Dragons in a box of Fourth Edition cards, the price on Shivan Dragons would fall dramatically. Chronicle Elder Dragon Lords will initially sell for less than their now rarer cousin the Shivan Dragon. It remains to be seen what impact this will have on the Legends expansion black border versions of these cards.

You can learn Shadowfist in 10 minutes, play against seasoned players with a newly opened Starter, and win (very rarely, but you can put up a good fight). With a few additional Boosters you can design a very effective play deck. This game should do very well. It combines strategy and luck with a system that is its own. The artwork is from many of the same talented artists who are making names for themselves specializing in card art. Infinity was sent an advance copy of the game. Three of my staff already were familiar with the rules and this helped expand the game's interest. Now I play, and if sales continue, singles may happen.

Till next time, Juxtapose Primordial Ooze.

SARATOGA SCI-FI SHOP SARATOGA SPRINGS, NY

Karl Olsen

Chronicles arrived with little fuss from our customers but has had very steady sales. Our first shipments are still not sold out and it appears that Chronicles will be around and selling well for the time it is available.

The cards are nicely done

except for the glaring error of "Wall of Shadows" having the Antiquities symbol instead of Legends. With WotC's huge growth in personnel, it's surprising that this doesn't happen more often.

Here at the Sci-Fi Shop we make up our lists of single cards with commonality and prices. Chronicles has presented us with quite a challenge since we only use the categories of Rare, Uncommon, and Common.

The card layout per sheet is now easily available, but we also sort out two or more boxes to check this ourselves. With Chronicles we had to make certain adjustments within our categories. Chronicles was printed on two sheets, a Rare-Uncommon sheet and a Common sheet with the C-1, C-2, C-3, U-1, and U-3. With this kind of breakdown the C-1 and U-3 categories become very close. As a result we get the following breakdown: C-1, C-2, and U-3 become Uncommon, C-3 is very Common, and U-1 becomes Rare.

We haven't seen any Ice Age cards for over a month now and we probably won't see any until September. Which brings up an interesting thought—what if, after all this time, the Ice Age starter decks are still priced at \$7.95 on the box but dealers must now sell them at \$8.95 because of the price increase? We hope that Wizards has repriced all of the product at that end and won't have to resort to a dealer letter explaining why dealers have to charge a higher price. Heaven knows they have had enough time to print new boxes.

Land is now getting to be in short supply. Our supply of Land is running out and getting more means opening up starter decks. But starter decks are in short supply. Maybe we will see a price of \$0.50 per Land card in the future.

When Fourth Edition arrived a few months ago we were all very pleased with the card selection and design. Finally WotC had done the right thing and corrected everything that was wrong with Revised. All the pastel and faded cards disap-

pointed many players and collectors and we feared for the demise of Magic. But Magic proved to be stronger than even a poorly produced product and has gone on to get better and better.

Some of the new and popular card games are Shadowfist and Rage. Shadowfist cards look good and many Magic artists have cards in the Shadowfist series. Shadowfist plays like Magic, so if you like Magic, you'll love Shadowfist. Rage is very popular and is a fast game. The art is excellent and it is a pleasant surprise to see a UV coating used on playing cards.

That's it for this month. Give us a call if we can be of any help.

WARHORSE HOBBIES PERU, IL

Linda Corrie

As the dog days of summer approach, we see our customers staving off the inevitable return to school by escaping into collectible card games. Here are the trends and tendencies I see in our area.

Chronicles met with initial approval and sales have been adequate, although not outstanding. The biggest effect has been to drive area collectors to tears. Our individual card market has dropped sharply, and card prices are becoming merely outrageous (as opposed to unbearable). The real desire of our M:TG crowd is for Ice Age. It seems that our players are drawn to the excitement of new cards and the chance of actually acquiring a full set much more than the excitement of owning a full set of (white border) Elder Dragons. We have already seen a drop in Fourth Edition sales due to Ice Age, and expect to see a similar drop in Chronicles sales. Homelands may draw a bigger crowd because of the new card aspect, but players here would really like an Ice Age expansion. Overall, WotC is still our biggest card seller, but it is becoming its own competition.

Our faithful Jyhad players are

still awaiting Vampire while continuing to

enjoy the cards they have. Most players are not concerned about the different backs and intend to play with a mix of Jyhad and Vampire cards. The expansion sets continue to interest everyone. Interest in Rage has all but disappeared, most likely due to Ice Age, Chronicles, and the hope of Highlander.

Star Trek sales are now nonexistent and there is no interest in the expansion sets. Players felt they had to invest too much money to get a playable deck, and had to wait too long for the new expansions. These players stuck with the collectible card games, drifting to DoomTrooper and/or M:TG.

Wyvern Sales are slower, but still active. The Phoenix set has met with strong approval. Players like the hidden action cards and the equalizing effect on scouts. The down side is not in game play, but in packaging; the eight-card boosters are not well liked.

DoomTrooper players had mixed reactions to the Inquisition expansion. They liked the good cards, but felt the other cards weren't worth the money. Sales are down, but people still play the game.

At the time of this writing, Highlander cards were only available at Gen Con. Luckily, one of our employees was able to try the game out. The card stock and pictures are both good, and the game play is fairly quick. The decapitation option is really great. We hope future expansions will include characters from the movies to supplement the TV characters.

Star Wars still looks promising as there are enough fans in the area to support the game regardless of play quality. We also feel that The Crow has potential; it looks to be combat-oriented. Far future sights are on BattleTech, Middle-earth, and Shadowrun.



THE DEALER'S ROOM



DRAFTING TEAM PLAYERS!

SCRYE prices come from reports made by retail stores selling single cards nationwide. If your local retail store isn't listed here, all they have to do is call us to request our free Retail Support Package and report their sales to us each issue.

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L A S T C A R D . . .

We've haven't played the last card in a while; perhaps it is fitting we should play games again here in our new offices. Just for the record, let's settle a few running rampant rumors: Scrye is not out of business (this is obvious, yes?), WotC is not suing us and we have not been bought by a monolithic company. So there!

In the tradition of past issues, I share with you a bit of the chaos of the game..Richard & Max (Richard was the cool one...) at The English Room, panfing for Michel Rostang, the priceless port, auslese, The Butt Policy, cookies at 5, Queen's Head, "...are you ready for this?", The Asylum, 3 skilled gentlemen & decadence, al-rassan, mauve roses and silver and citrine, ice cream cocktails,

Megan (need we say more?), Dinner for 4?, your life or yquem, sofm-finally!, katch-275, disappearing monitors, a valentine for chris & art, bone-box gentleman, wanted: computer any kind, a few nails and an extra set of keys.

And direct from the "tasting party"
at the Hyatt...

Top 10 overheard comments at Gen Con:

- 10) Feet, they're like hands but lower.
- 9) Wow, that looks tight.
- 8) Look out for the waiter, especially when committing vandalism.
- 7) Pack it up? You can take this outside and bury it.
- 6) Is there some way to speed up this restaurant?

- 5) Do you want me or the Milkshake?
- 4) Two words—Viking Helmets.
- 3) Boris for a buck, I don't think so.
- 2) "I went to the potty with Scotty!"
- 1) Don't eat at Pizza Man.

So what should we tempt your card-hungry hearts with this issue? Do you desire Chronicles? Ice Age? 4th Edition? Perhaps Homelands? Hmm...the real question is do you know it's Christmas? No, that's not it...oh yes, the question is: If the first shipment of Ice Age was a hundred million cards, how many cases were shipped? Prize? How about a box of Ice Age? Last Card, PO BOX 1627, TROY, NY 12181-1627

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12	14	14	MIRROR UNIVERSE	\$50	LGND		M: TG
18	14	14	WORD OF COMMAND	\$50	ULTD	(ALPHA \$70, BETA \$60)	M: TG
15	13	17	U.S.S. ENTERPRISE	\$47.50	LTD	(ULTD \$29.75)	STCCG
17	17	17	ICY MANIPULATOR	\$47.50	ULTD	(ALPHA \$65, BETA \$47.50, ICE \$6)	M: TG
18	20	17	TIME VAULT	\$47.50	ULTD	(ALPHA \$90, BETA \$50)	M: TG
18	17	17	LICH	\$47.50	ULTD	(ALPHA \$77.50, BETA \$60)	M: TG
18	23	21	WILLIAM T. RIKER	\$45	LTD	(ULTD \$25)	M: TG
18	20	22	GEORDI LA FORGE	\$43.25	LTD	(ULTD \$23)	STCCG
25	28	22	TWO-HEADED GIANT	\$43.25	ULTD	(ALPHA \$90, BETA \$52)	M: TG
28	20	24	ILLUSIONARY MASK	\$40	ULTD	(ALPHA \$72.50, BETA \$52.50)	M: TG
33	23	24	BLAZE OF GLORY	\$40	ULTD	(ALPHA \$70, BETA \$50)	M: TG
24	27	24	WOLF	\$40	LTD	(ULTD \$22.50)	STCCG
33	16	24	RAGING RIVER	\$40	ULTD	(ALPHA \$68.75, BETA \$45)	M: TG
31	23	28	DIAMOND VALLEY	\$38.75	AR		M: TG
31	28	29	JIHAD	\$37.50	AR		M: TG
29	28	29	OLD MAN OF THE SEA	\$37.50	AR		M: TG
33	36	31	NATURAL SELECTION	\$35	ULTD	(ALPHA \$60, BETA \$34)	M: TG
29	31	31	SINGING TREE	\$35	AR		M: TG
-	35	33	KHABAL GHOUL	\$34.50	AR		M: TG
27	31	34	DEANNA TROI	\$33.25	LTD	(ULTD \$19.50)	STCCG
26	34	35	BEVERLY CRUSHER	\$33.25	LTD	(ULTD \$18)	STCCG
41	36	36	THE WRETCHED	\$32.50	LGND		M: TG
-	38	36	LIBRARY OF ALEXANDRIA	\$32.50	AR		M: TG
43	33	38	ISLAND OF WAK-WAK	\$32	AR		M: TG
-	38	39	ALL HALLOWS EVE	\$30	LGND		M: TG
-	38	40	DROP OF HONEY	\$30	AR		M: TG

ALSO OF INTEREST:

33	38	-	FIVE ELDER DRAGONS	\$27.50	LGND	(CHRON \$10)	M: TG
-	-	-	JESTER'S CAP	\$20	ICE AGE		M: TG
-	-	-	JESTER'S MASK	\$16.50	ICE AGE		M: TG
-	-	-	FORK	\$18	REV	(ULTD \$19, OTHERS)	M: TG
-	-	-	DUAL LANDS	\$10	REV	(ULTD \$8, OTHERS)	M: TG
-	-	-	SHIVAN DRAGON	\$15	4TH	(BETA \$23, ULTD \$18, OTHERS)	M: TG

NOTES: ALPHA AND BETA EDITIONS OF M: TG WEREN'T FACTORED IN FOR THESE RANKINGS BECAUSE THE ENTIRE LIST WOULD THEN BE ALPHA EDITION CARDS. SO WE USED THE UNLIMITED EDITION PRICES, WHICH MAKES SENSE TOO, BECAUSE MOST OF THE CARDS BEING SOLD ARE REVISED AND UNLIMITED, NOT ALPHAS OR BETAS. "THE FIVE MOXES" ARE MOX EMERALD, MOX JET, MOX PEARL, MOX RUBY, AND MOX SAPPHIRE. "FIVE ELDER DRAGONS" ARE ARCADES SABBOTH, CHROMIUM, NICOL BOLAS, PALLADIA-MORS, AND VAEVICTUS ASMADI.



Peter Adkison

President, Wizards of the Coast

"WotC will be a leading entertainment company known for great games, great events, and other entertainment—comics, fiction, and beyond."

If you were a card, which one would you be?

Time Walk. It's my favorite art, by one of my favorite artists, and the card is great in game play too.

What has success meant to you?

The opportunity to learn, to provide entertainment to the world, and to provide meaningful jobs.

What's your most treasured or interesting possession?

Memories of great times: seeing magic cards for the first time, the Toronto sealed-deck Ice Age tournament, or playing Magic in Italy with kids who didn't know English, but knew how to play according to the art!

What's the most exciting thing that has ever happened to you at a card convention?

The World Championship match for Magic in Seattle in August of 1995. The video coverage and color commentary were very exciting.

What don't you like about card conventions?

Price gouging.

What have you splurged on now that you're successful?

Not much. No time! Mostly I splurge on my friends. I took three friends to Europe last year for the Essen and Lucca shows.

What's a non-WotC card game that you really like?

Hearts.

What makes you happy?

Playing games, particularly sealed-deck Magic with fans.

What's your worst quality?

I'm a workaholic. I tend to ignore my wife too much. I've avoided having children because I know I wouldn't be a good father.

What do you dislike most in other people?

Racism or sexist attitudes. Rudeness. Impatience.

What books do you like to read?

Business and philosophy. *Godel*, *Escher*, *Bach* is my all-time favorite.

Looking into the SCRYE crystal ball, what do you see for WotC in 20 years?

WotC will be a leading entertainment company known for great games, great events, and other entertainment—comics, fiction, and beyond.

Any words to live by for our readers?

Life isn't about accomplishments, it's about a journey. Take time to enjoy the journey, play nicely with others, always tell the truth, and make your own decisions.

THE WESTERN EXPANSION
DAGGER ISLE



Several miles west of the Fetid Swamps, near the mouth of the Blood River, lies an island of infinite renown in the Mid-Realms, Dagger Isle. Few brave souls have returned from expeditions to this region, and of those that have, few will reveal any details of their journey.

DAGGER ISLE is the all-new first GUARDIANS™ expansion with 120 fantastic cards in different rarities (common, uncommon and rare) painted by fantasy greats; Chris Achilleos, Den Beauvais, Brom, Keith Parkinson and Rowena.



GUARDIANS created by Keith Parkinson and Luke Peterschmidt.

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"FOR CENTURIES, I HAVE SEEN A DOUBLE-EDGED SWORD WIELDED BY OUR KIND. THE STRUGGLE FOR POWER AND CONTROL IS DRIVEN BY PASSIONS OF LOVE AND DESIRE, BUT WE ARE CONSUMED BY GREED AND ENVY. ONE CANNOT EXIST WITHOUT THE OTHER. THE WAR OF AGES IS ESPECIALLY BRUTAL IN EUROPE, THE BIRTHPLACE OF THE CAMARILLA. THERE ARE OTHER CLANS, SOCIETIES OUTSIDE OUR AUGUST COVENANT, WHO PLOT AND SCHEME AGAINST US AS WELL. THE RAVNOS, THE GIOVANNI—THEY ARE AS MUCH A PART OF THE EUROPEAN BATTLE AS THE OTHERS. DESIRES AND LOVES FUEL OUR INSANE LUST, A LUST FOR PALTRY TITLES OF STATUS. YES, THE VAMPIRES OF THE OLD WORLD ARE TRULY THE DARK SOVEREIGNS OF OUR KIND."
—WILHELM WALDBURG, PRINCE OF BERLIN

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